260 DRUM MACHINE PATTERNS

By RENÉ-PIERRE BARDET

A collection of 260 contemporary rhythm patterns to program into your drum machine

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Contents

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Preface

This book is o supplement to the first volume of DRUM MACHINE PATTERNS. In it you'll find over 260 rhythm potterns ond breaks, or tills. These ore originol potterns thot con be progrommed eosily on any drum mochine.

This book, like its predecessar, contoins the rhythms most often used in contemporory music.

The eosiest woy to use the potterns in these twa volumes is ta store them in groups. For exomple, progrom oll the Rock patterns ond breaks into your drum mochine, ond then sove them using the cassette or MIDI interfoce provided for externol storoge. Do this for eoch rhythm (Rock, Pop, Funk, etc.). This requires o certoin investment of time ot the storf but will come in hondy loter. Thus, when you hove to work on o Funk piece, for exomple, you can lood all of the appropriote rhythms ond breoks into your drum mochine ot one time. This gives yau o consideroble ronge af potterns ready to use immediotely.

Feel free to modlty the potterns in this book to suit your toste, inspirotian, or whim. They constitute o solld and efficient bose of current rhythms from which you con work.

Explanations

The rhyfhms ore lisfed in alphobefical order, with carresponding breoks.

As in the first valume, potterns ore presented both in musical nototian ond in "step time" grids. To help you pragrom the potterns eosily, numbers oppeor above the grids to show the subdivisions of the meosure.

Some drum mochines ore copoble af several differenf levels of occents. The use of fhese different levels, If yaur mochine possesses them, is left to your discretion.

Tempos are left up to you.

One recenf innovotion in drum mochines thot mokes its oppearonce in this book is the "flom." A flom is o note thot is struck just before the principol beot. A flam is indicoted by a groce note in the musical notatian, ond by on "F" preceding the note to be ployed in the grid.

You'll find a blonk pottern sheet ot the end of the book, which you con photocopy and use in nototing potterns of your awn.

Abbreviations

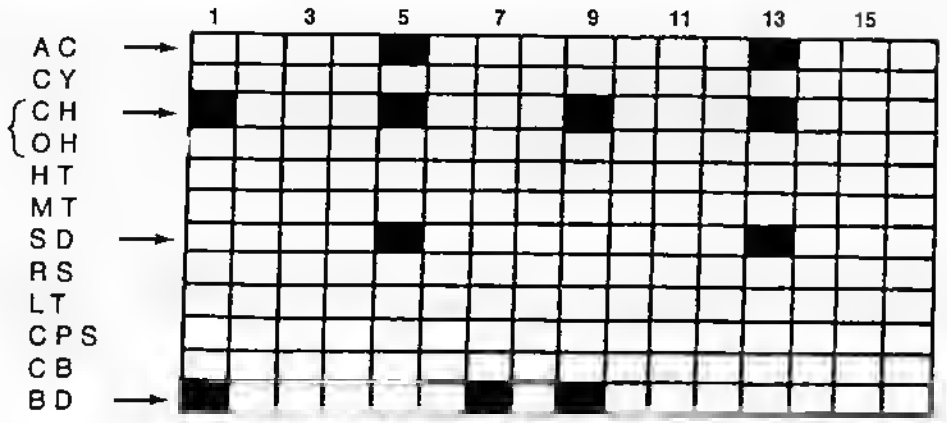
Fallowing are the obbreviotions for the vorious elements thot constitute the "drum set" found in drum mochines.

AC: Accenf	CH: Closed Hi-Hot
BD: Boss Drum	OH: Open Hi-Hot
SD: Snore Drum	CY: Cymbol
LT: Low Tam	RS: Rim Shot
MT: Medium Tom	CPS: Clops
HT: High Tom	CB: Cowbell

TAM: Tambourine

Grid Notation

The grid below is typical of those found in this book.



- Each grid represents a one-measure drum pattern.
- Each row of boxes in the grid represents one of the instruments in the drum set. An arrow is placed next to each instrument that is used in that particular pattern. Thus, you can ignore the lines without arrows.
- Each box in a row represents a unit of time. This unit is a sixteenth note (𝅘𝅥𝅯) or a sixteenth rest (𝄿), depending on whether the box is black (note) or white (rest).

Most patterns are in 4/4 time, as the example is. This means there are four quarter notes (♩) in a measure. The sixteenth-note unit used by drum machines allows each beat to be broken into four subdivisions. In simple mathematics:

- A quarter note is a quarter of a measure.

♩ ♩ ♩ ♩ = 1 measure

- A sixteenth note is a quarter of a quarter note, or a sixteenth of a measure.

 = 1 measure

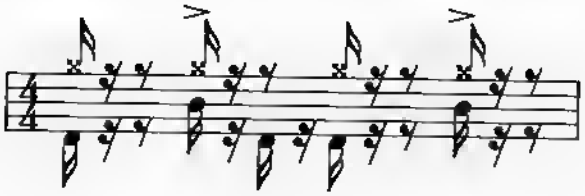
A rhythm pattern in 4/4 time, such as that in the example, will therefore have 16 boxes in each row.

Because the sounds in a drum machine have a fixed duration (you can't play a "long note" on a snare drum; all you can do is hit it), the grids do not show the length of a drum sound. Rather, they show only the places where each drum is "hit."

Musical Notation

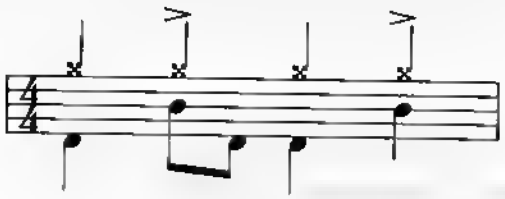
The literal translation at the grid in the example into musical notation would be as follows:

literal notation



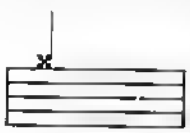
Since this involves many short rests, however, common practice takes liberties with the notation, substituting longer note values for greater clarity:

camman notation

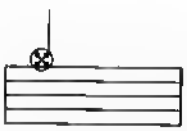


The following key shows how each element of the drum set is notated on the musical staff.

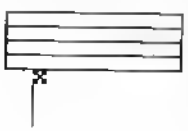
Claps (CPS)



Cymbal (CY) or
Closed Hi-Hat (CH)
Ride Cymbal or Crash Cymbal, depending on the context.



Open Hi-Hat (OH)



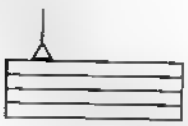
Closed Hi-Hat
(CH. This is an alternative to the Closed Hi-Hat notation above, used to avoid confusion when the Cymbal is also being used. In playing an actual drum set, this notation indicates pressing the Hi-Hat pedal.)

Bass Drum (BD)

Snare Drum (SD)

Medium Tom (MT) or
High Tom (HT)

Low Tom (LT)



Cowbell (CB)

Rim Shot (RS)

Accent (AC)

Tambourine (TAM)

How To Use This Book

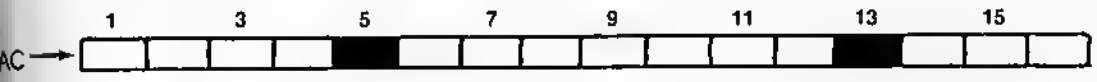
1. Corefully reod the user's monuol for your drum mochine in order to leorn how to operote it in the WRITE (progrom rhythms) ond the PLAY (listen to progrommed rhythms) modes.

2. If you've chosen to progrom o pottern thot is 16 units long (4/4 time; e.g., Rock or Pop), it is shown here by o grid thot is 16 boxes ocross. If, on the other hond, you hove chosen to progrom o 12-unit pottern(12/8 time, or 4/4 time with triplets; e.g., Blues or Shuffle), it is shown here by o grid thot is 12 boxes ocross, ond eoch box represents on eighth note rother thon o sixteenth note. Select the oppropriote pottern length on your drum mochine.

3. Activote the WRITE mode.

   Using the exomple:

   o) Progrom AC (Accent):



   4 silences – 1 note – 7 silences – 1 note - 3 silences

   (4 + 1 + 7 + 1 + 3 = 16)

   b) Progrom CH (Closed High-Hot):

   1 note – 3 silences – 1 note – 3 silences – 1 note – 3 silences – 1 note – 3 silences

   (1 + 3 + 1 + 3 + 1 + 3 + 1+ 3 = 16)

   c) Progrom SD (Snare Drum):

   4 silences – 1 note – 7 silences – 1 note – 3 silences

   (4 + 1 + 7 + 1 + 3 = 16)

   d) Progrom BD (Boss Drum):

   1 note – 5 silences – 1 note – 1 silence – 1 note – 7 silences

   (1 + 5 + 1 + 1 + 1 + 7 = 16)

4. Switch to PLAY mode ond listen to the rhythm.

5. Adjust the tempo to your toste.

Using The Patterns

Yau've just pragrammed a ane-measure rhythm pattern. But ane pattern playing cantinuausly wauld quickly became baring. Sa drum machines have what is called "sang made," ar "chain made," which allaws yau ta string several patterns tagether ta farm a mare interesting whale.

Ta use sang made, yau wauld first pragram a minimum af twa camplementary patterns, and perhaps a break. In a typical sang, the main patterns alternate, and the break accurs in the last measure af the phrase (phrases usually are 8 ar 16 measures lang). Far example:

1 + 2 + 1 + 2 + 1 + 2 + 1 + Break

ar 1 + 1 + 2 + 2 + 1 + 1 + 2 + Break

The cymbal parts, which have been indicated far Clased Hi-Hat (CH), yau may wish ta pragram far the Cymbal (sametimes called "Ride Cymbal"; CY). Yau may alsa wish ta add Claps (CPS) ar High Tam (HT) ta underscare accents, and sa an, keeping in mind, abviausly, the capabilities af yaur machine.

This baak is absalutely nat a substitute far yaur Imaginatian. It is designed ta help yau in putting basic rhythms inta place, but it's up ta yau ta persanalize them. An infinite variety at rhythmic cambinatians lies at yaur dispasal.

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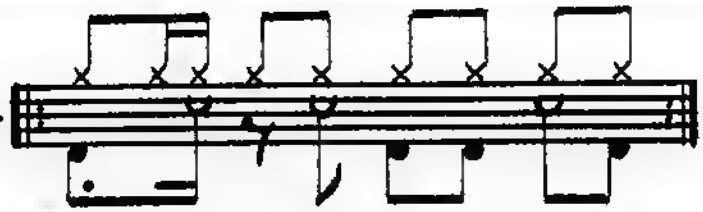

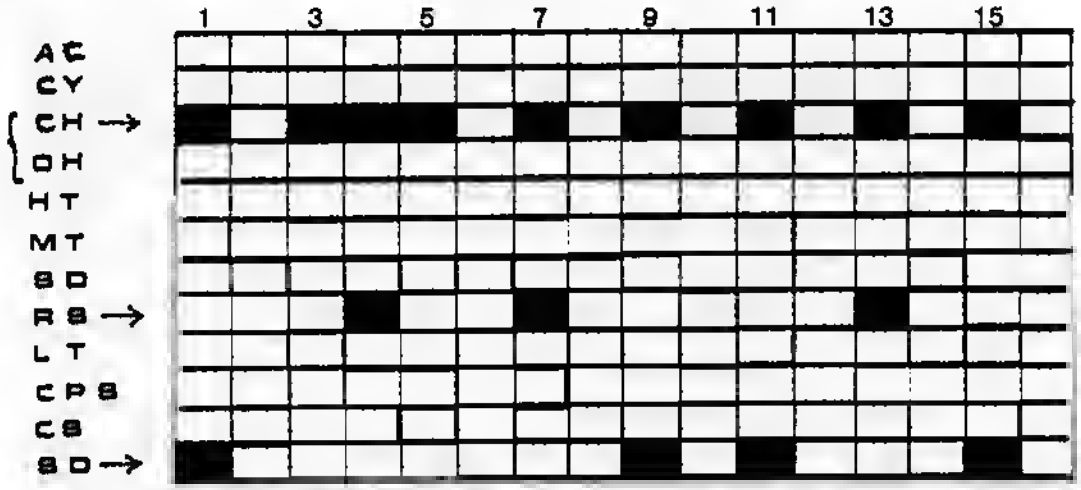

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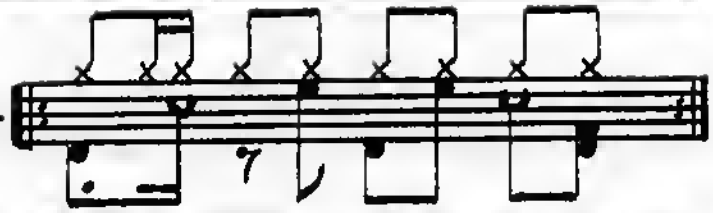

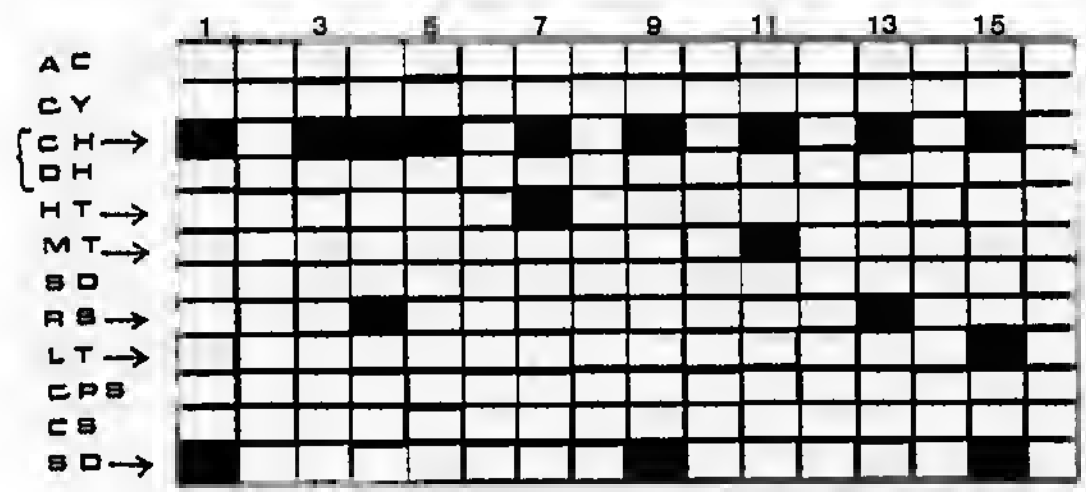

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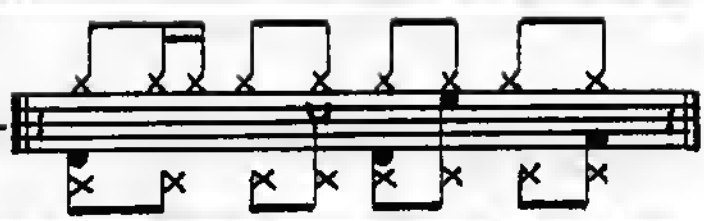

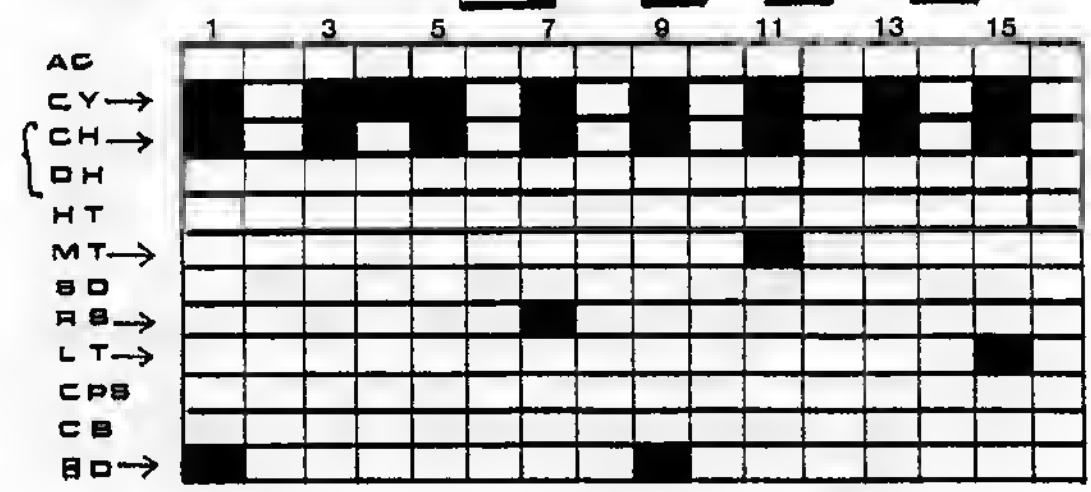

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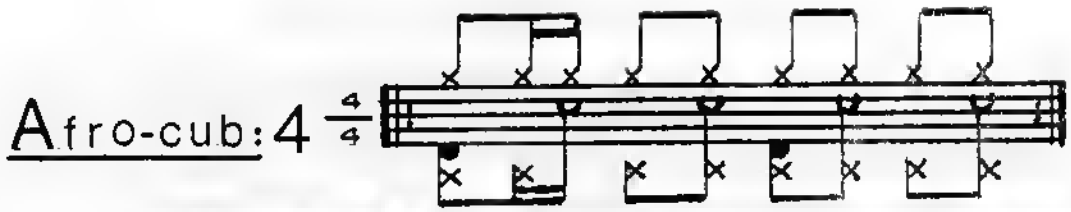

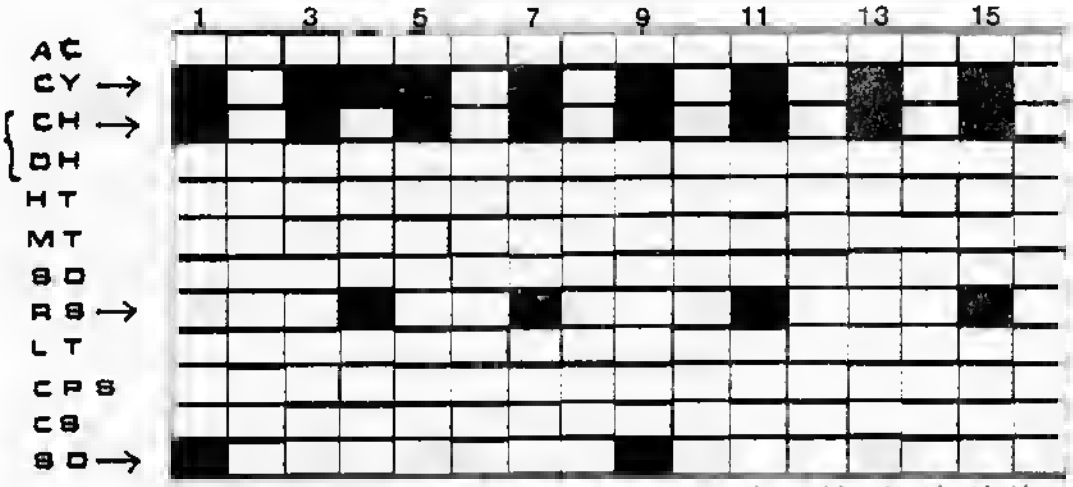

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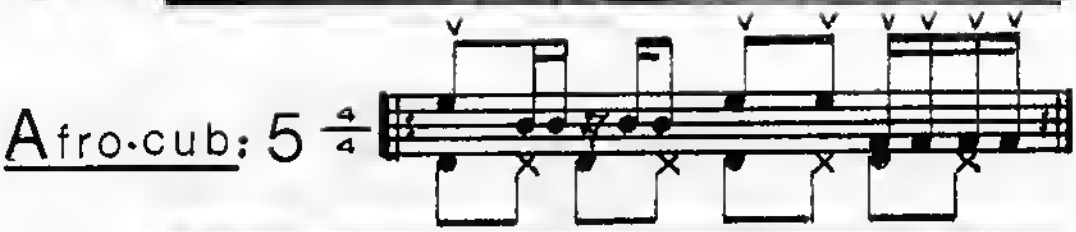

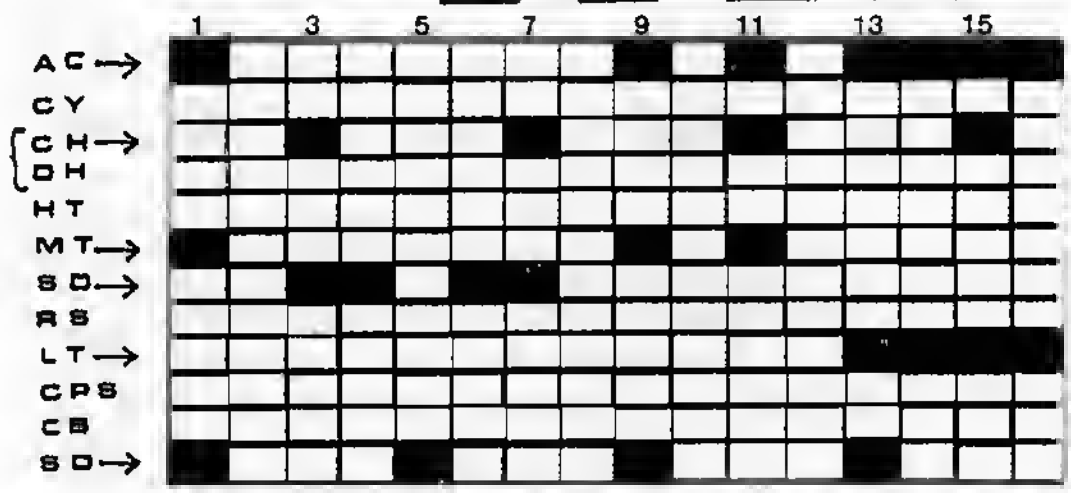

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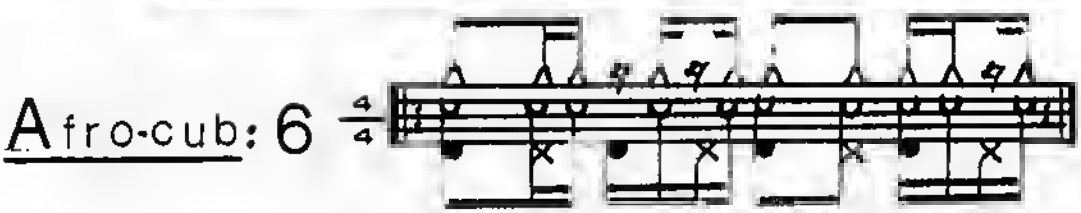

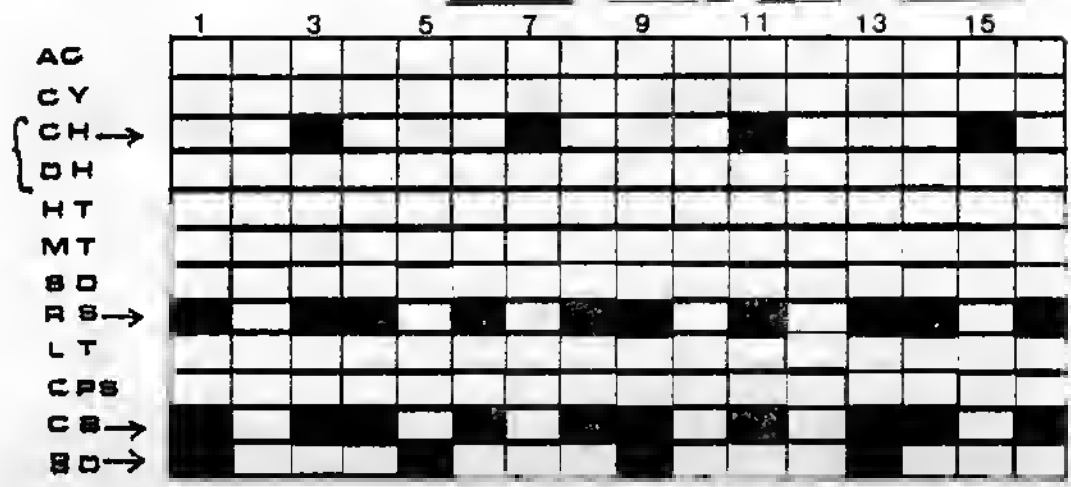

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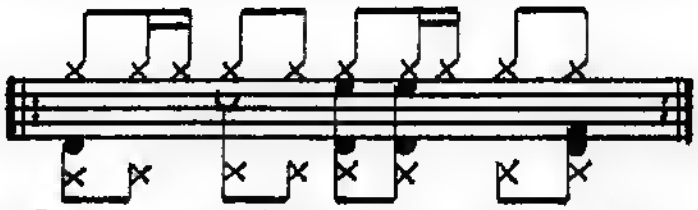

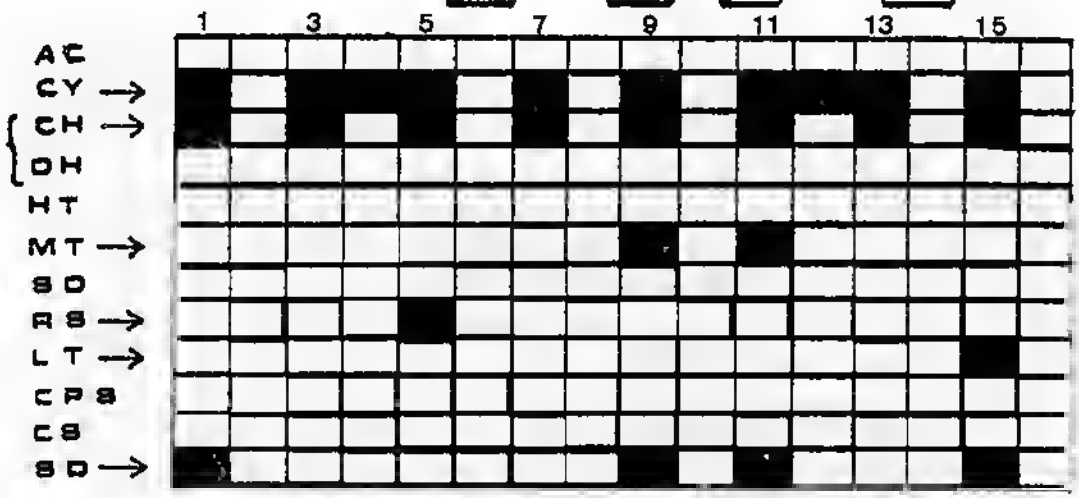

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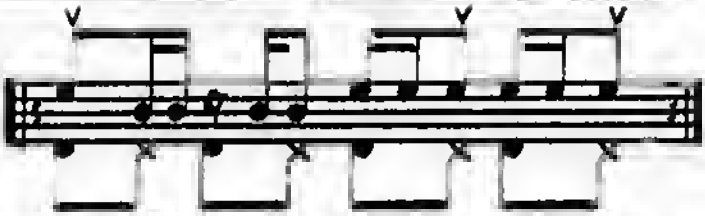

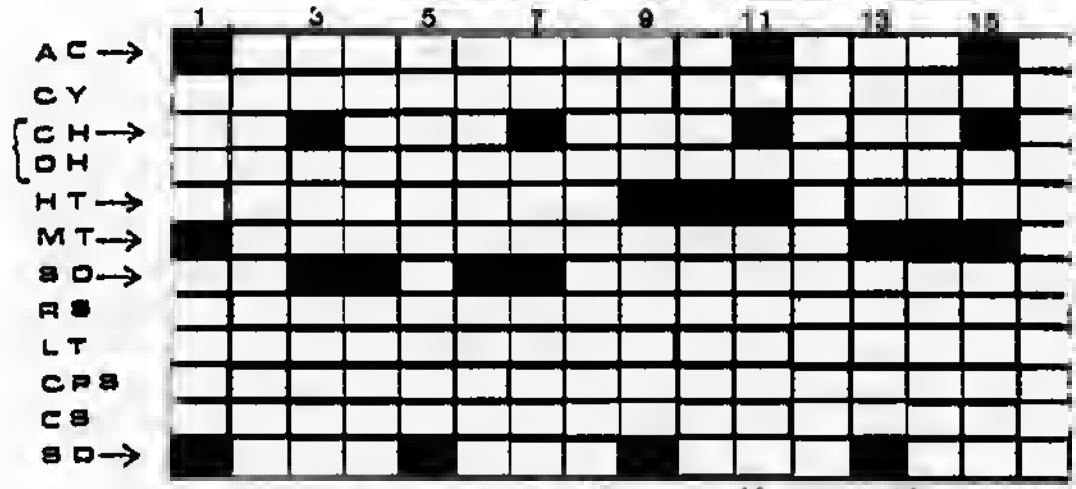

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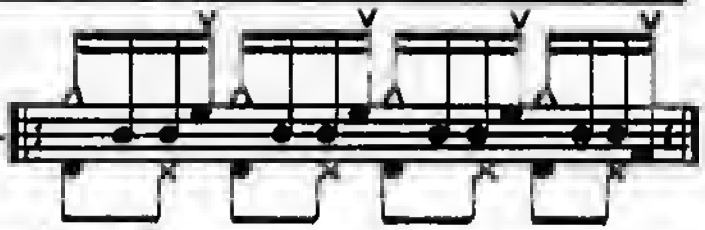

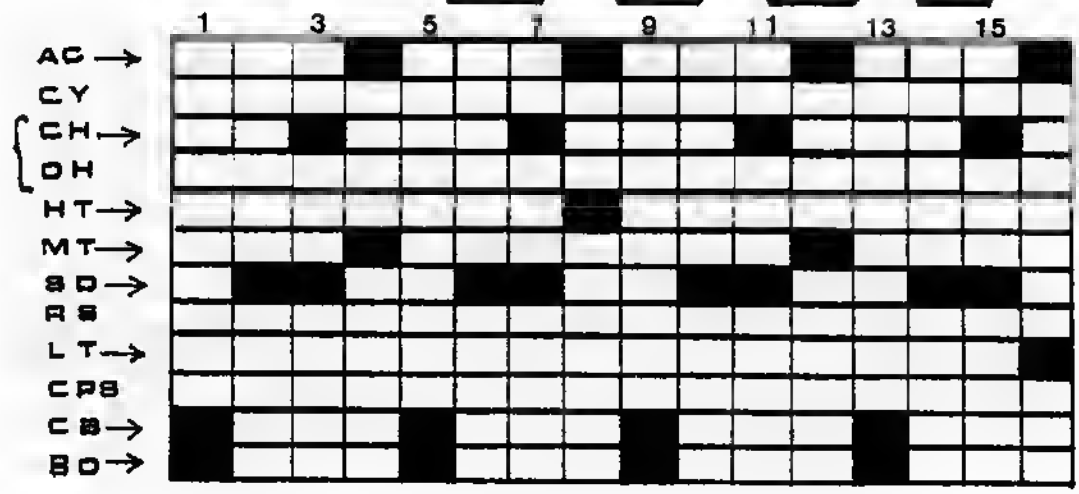

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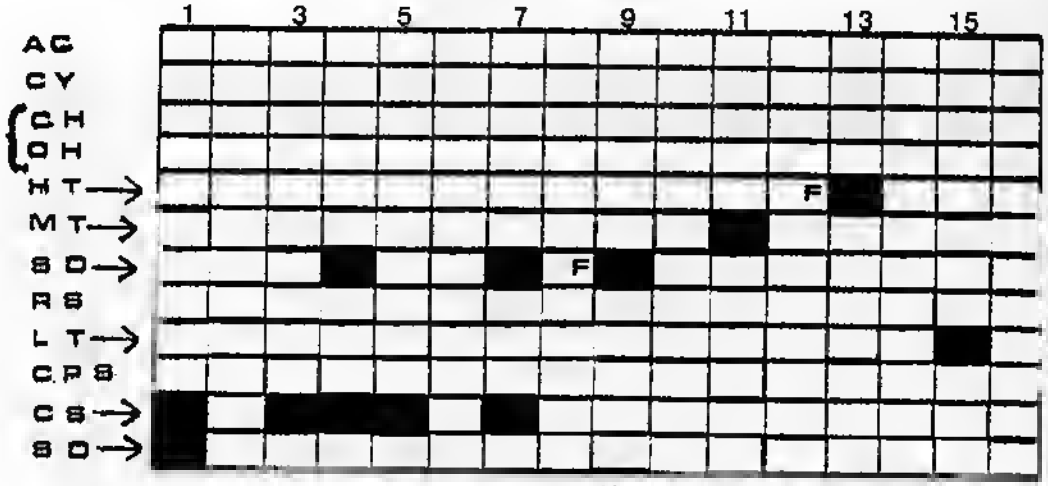

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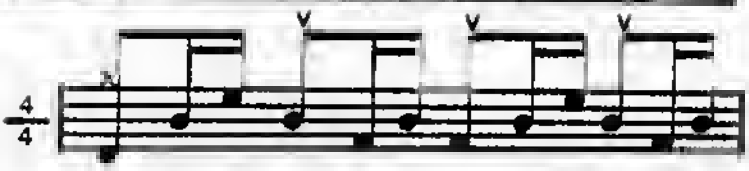

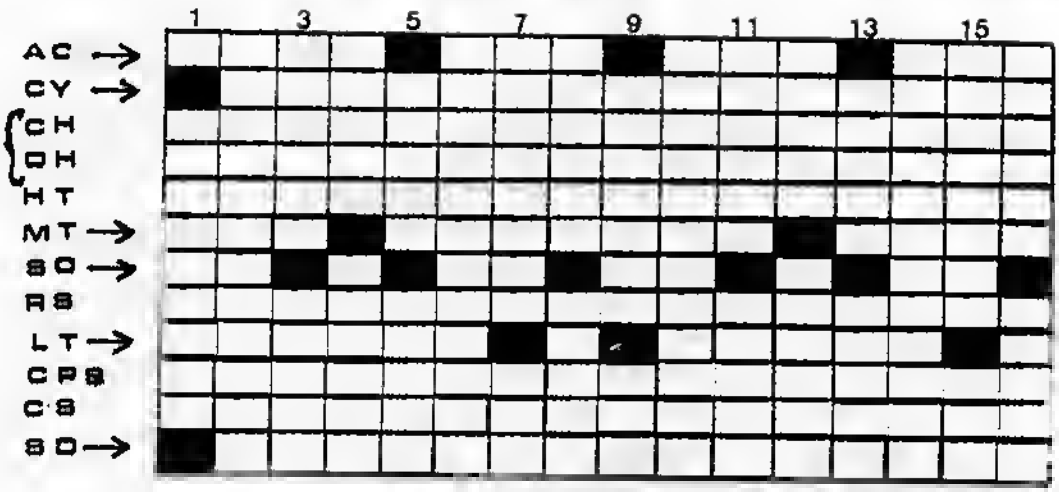

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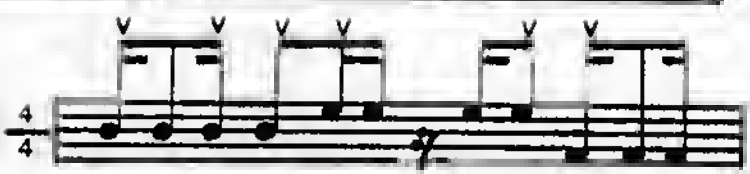

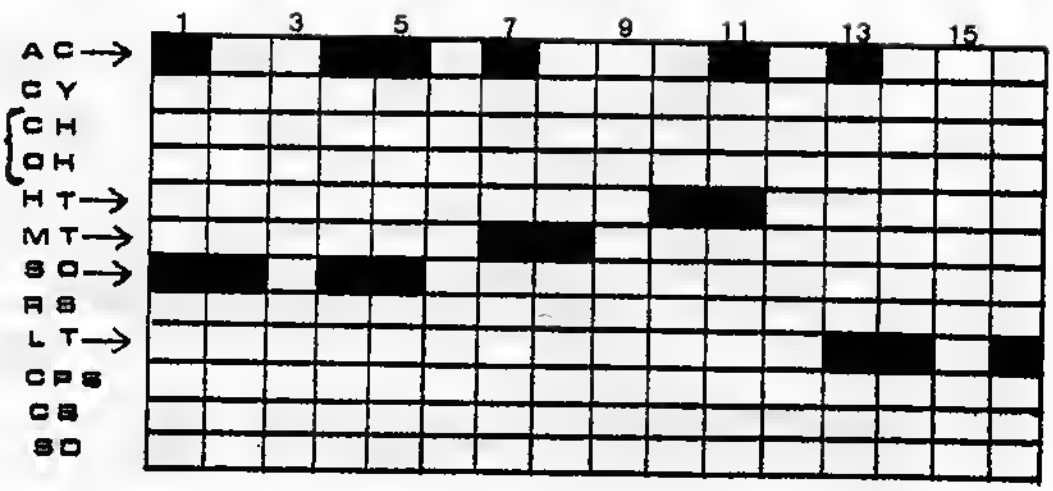

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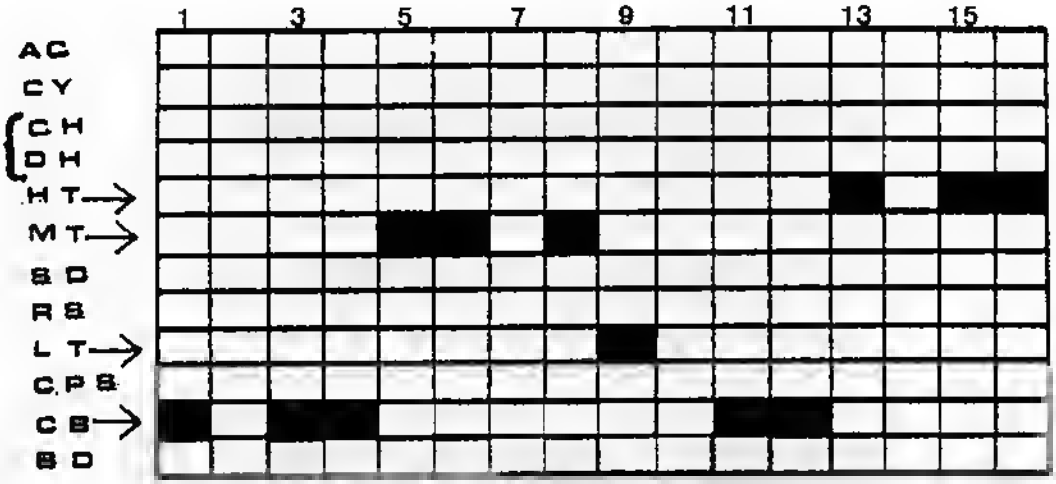

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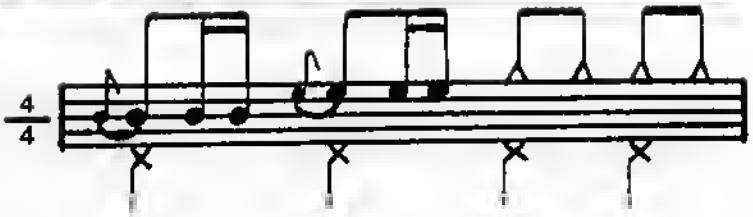

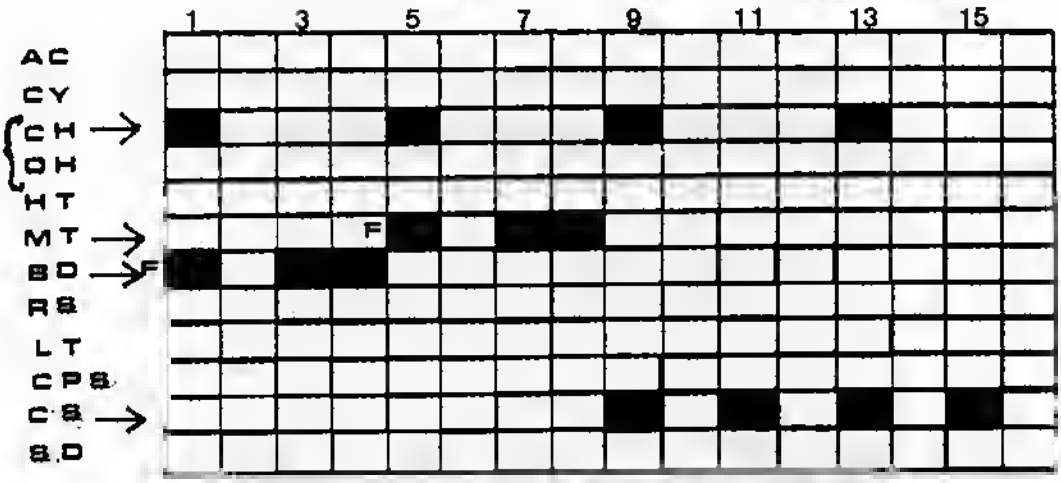

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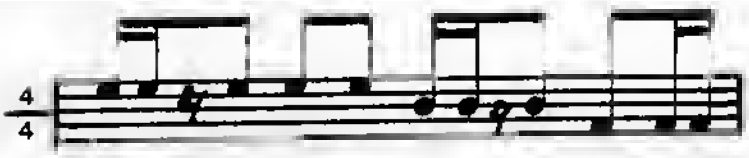

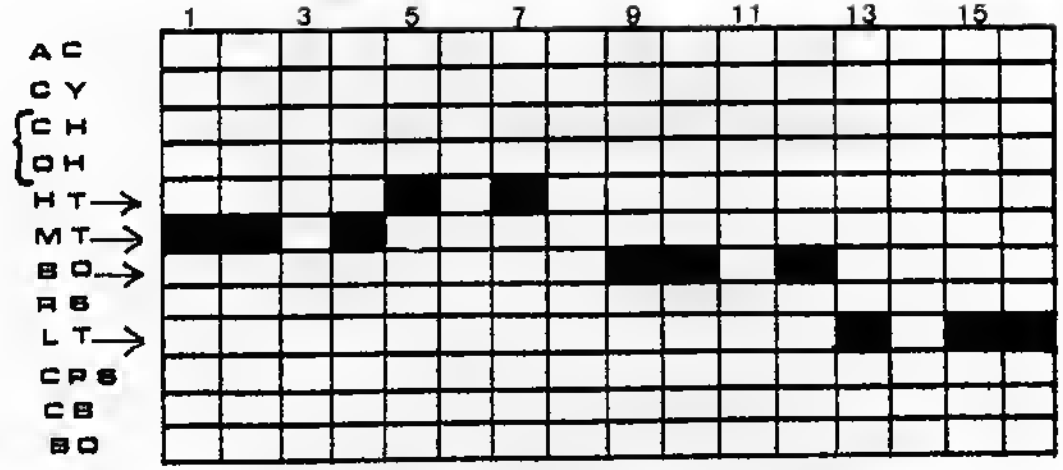

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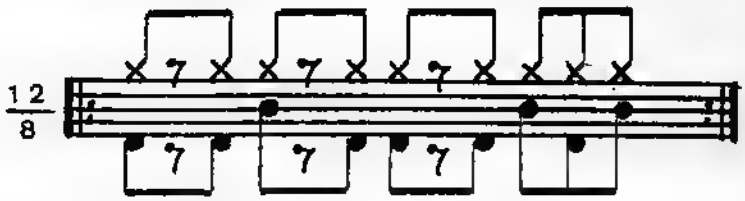

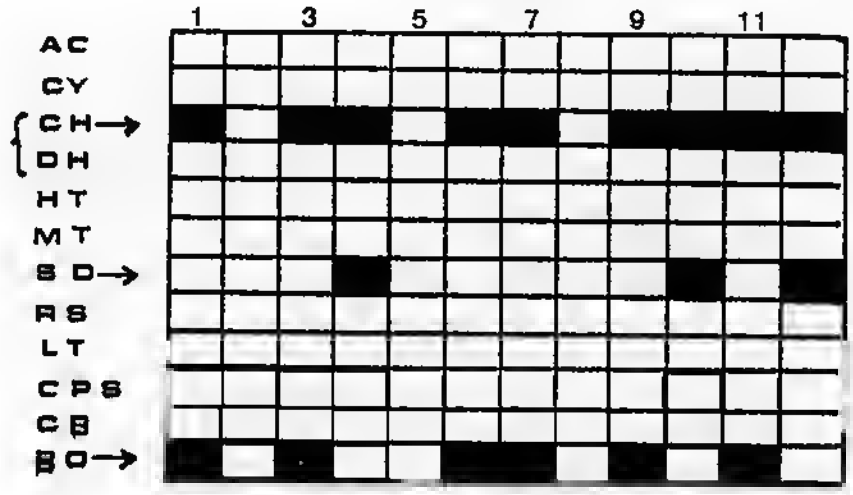

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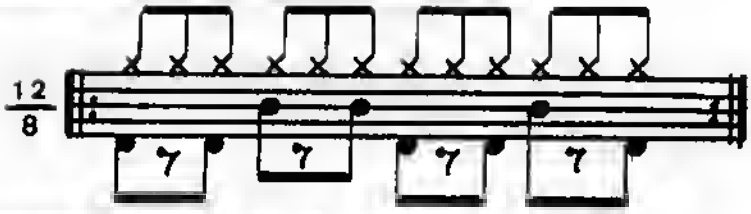

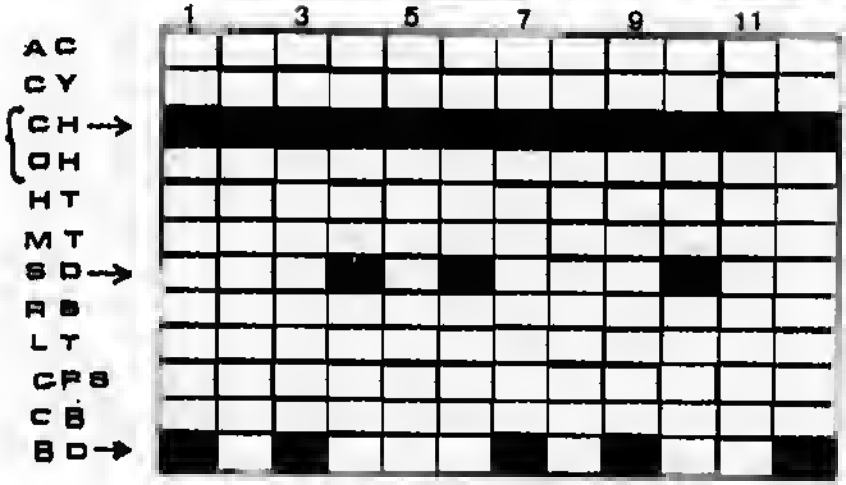

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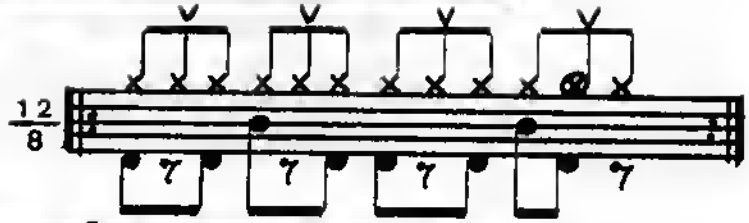

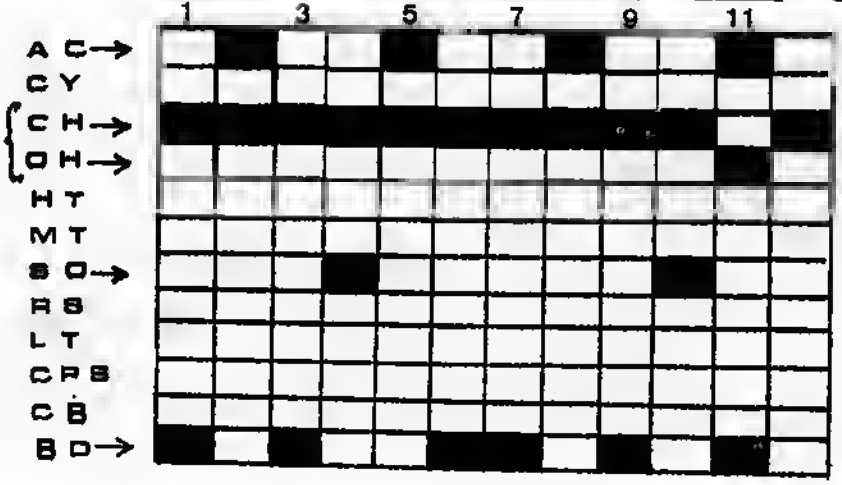

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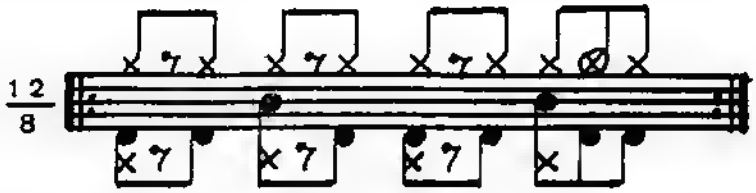

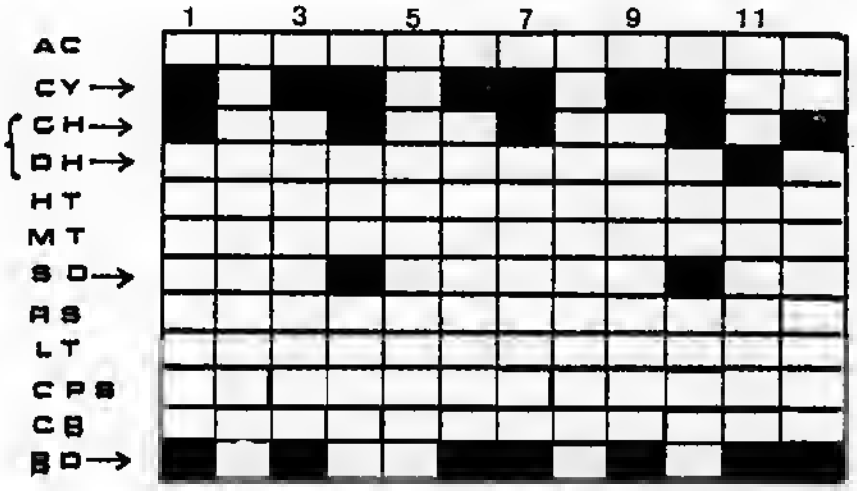

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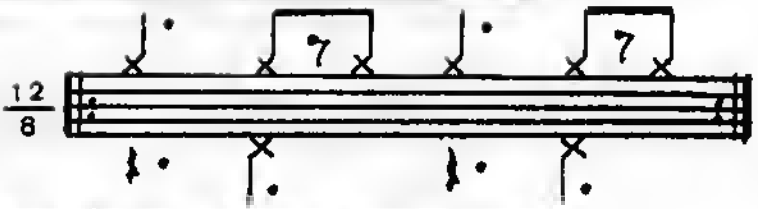

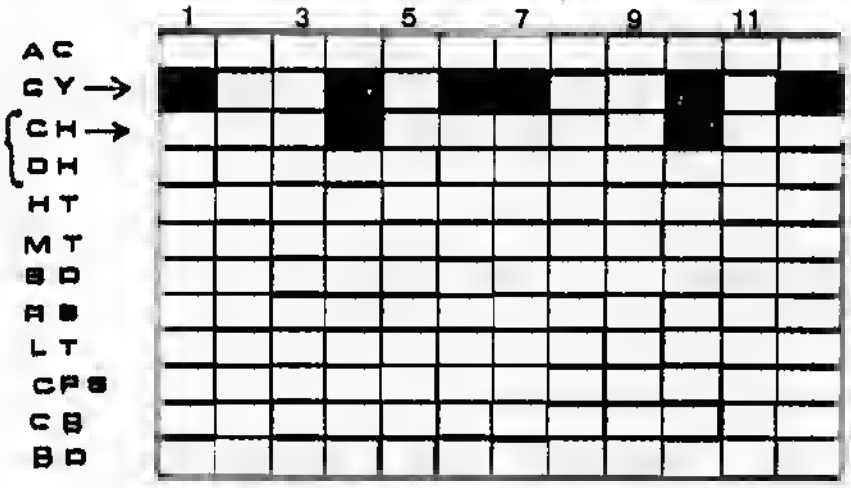

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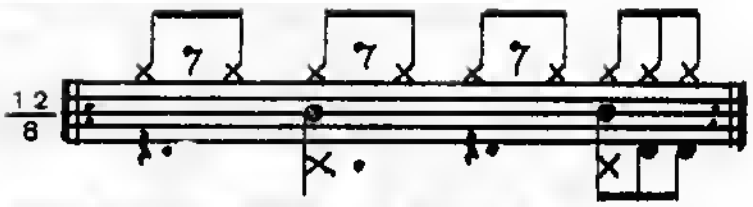

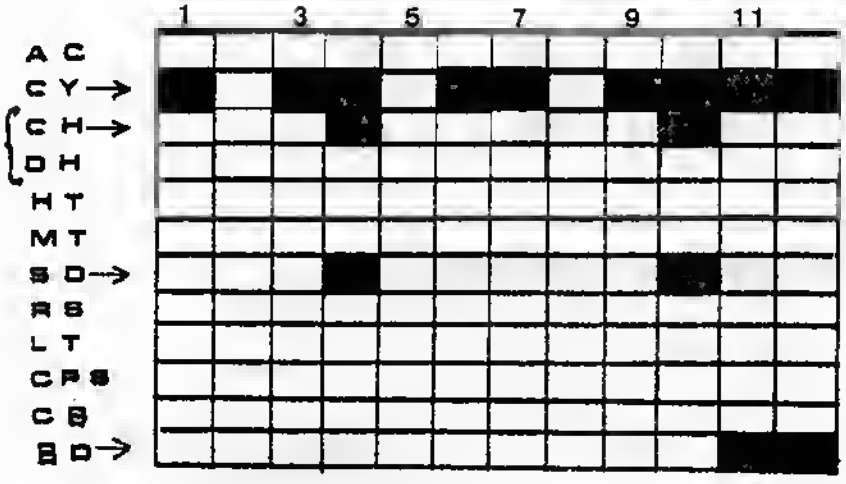

BLUES

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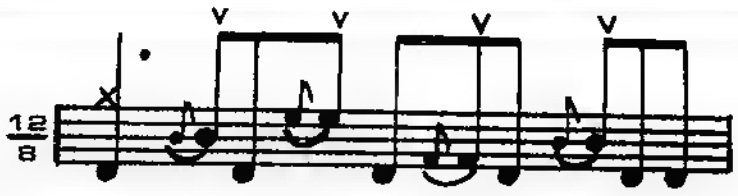

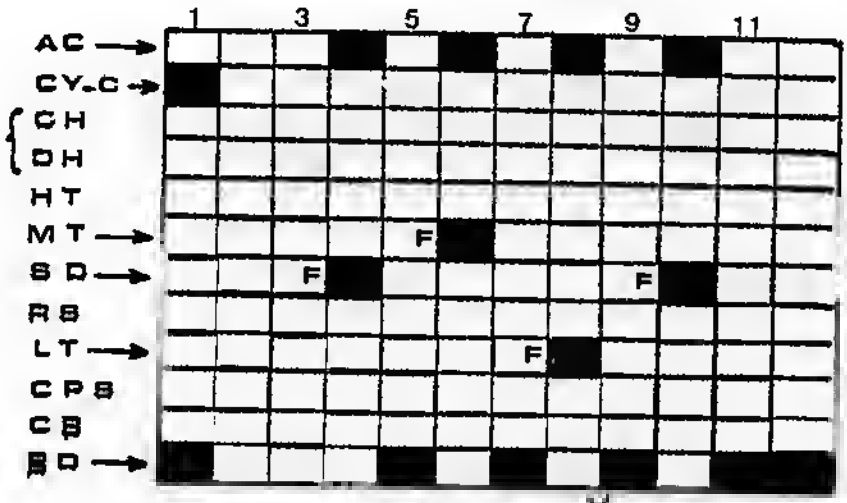

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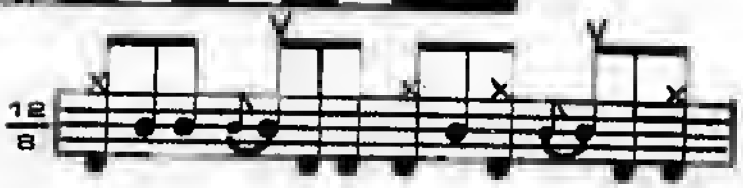

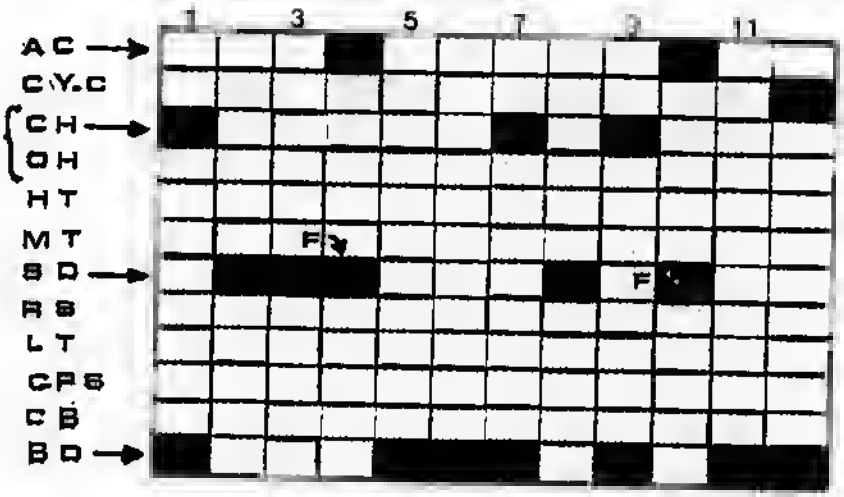

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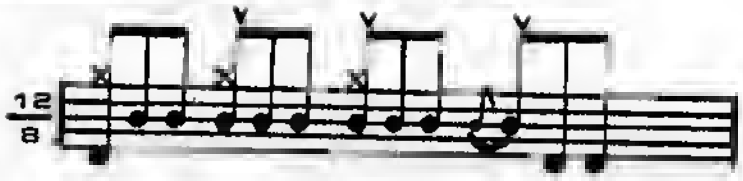

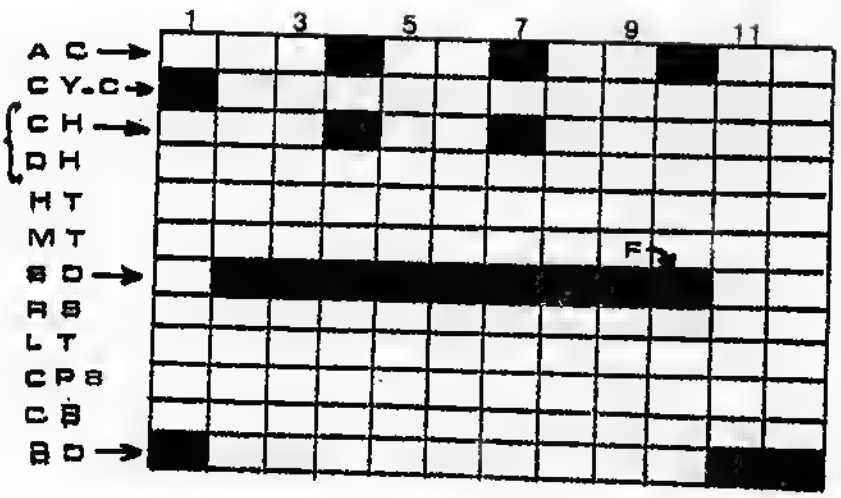

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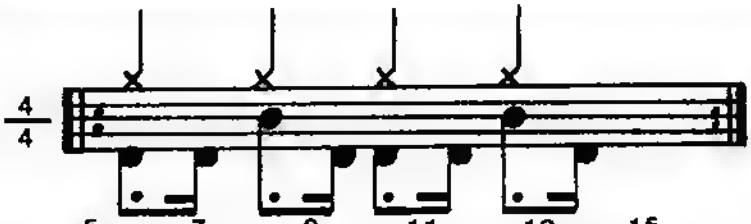

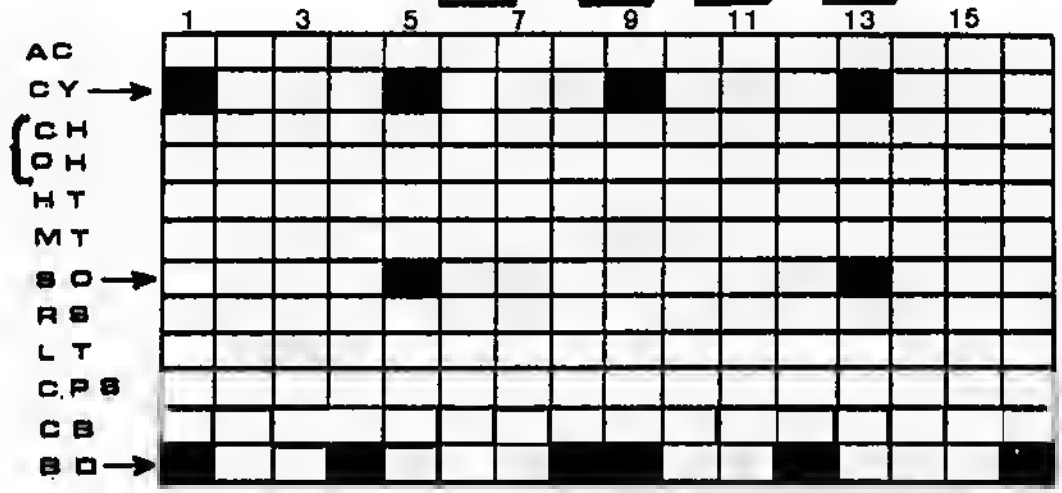

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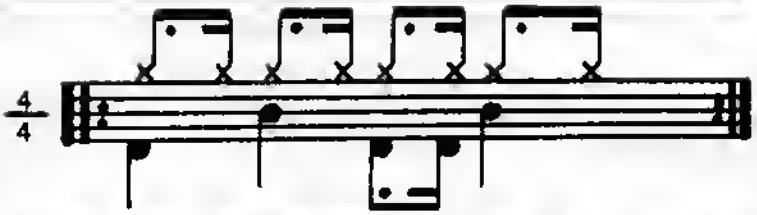

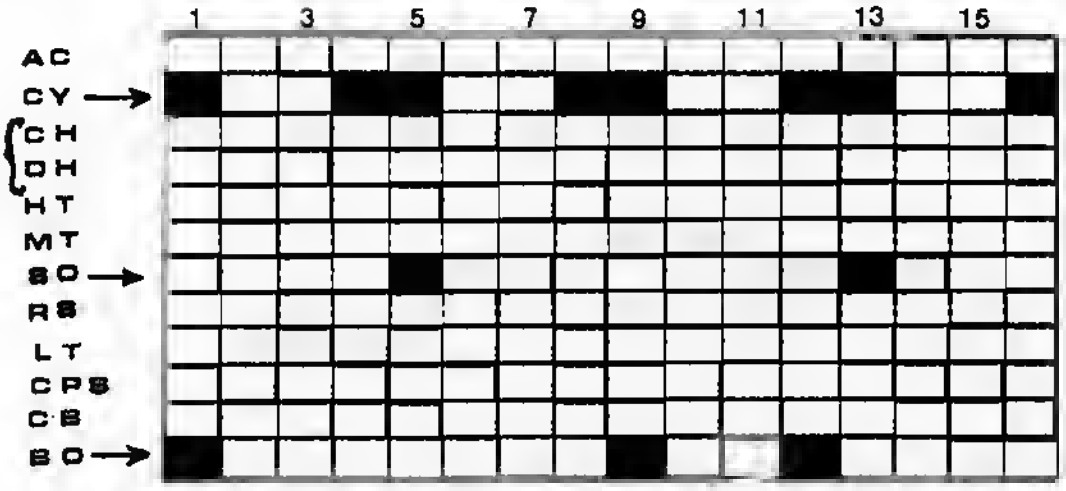

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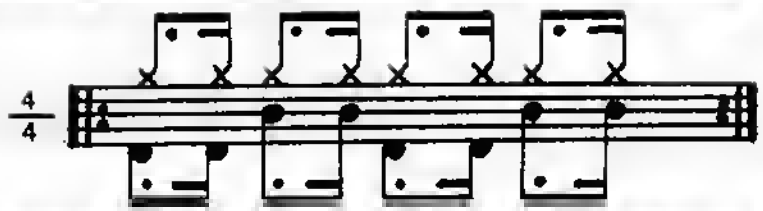

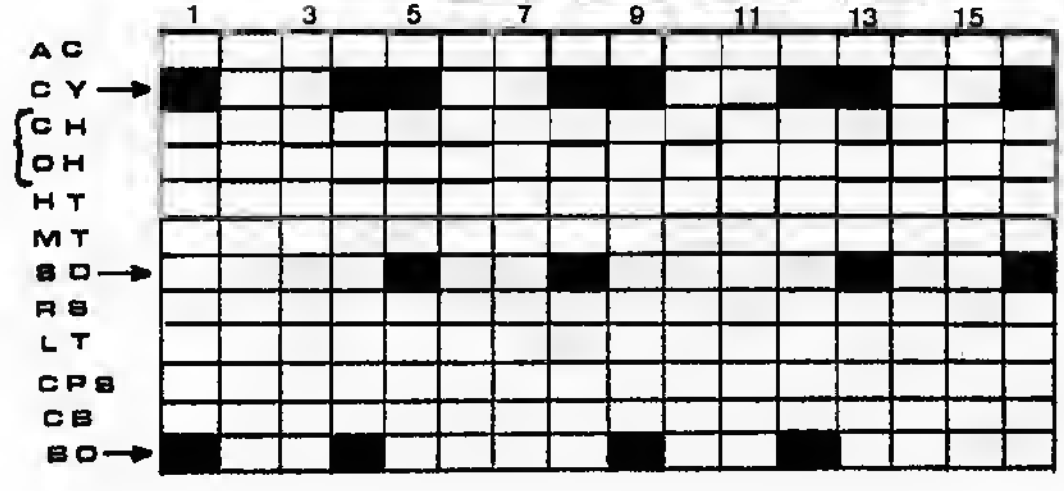

BODGIE

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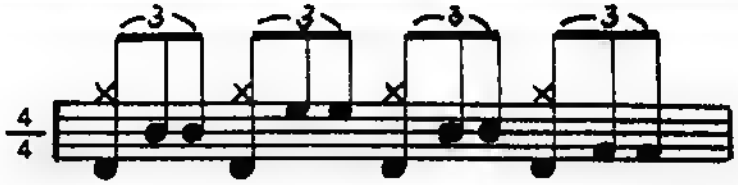

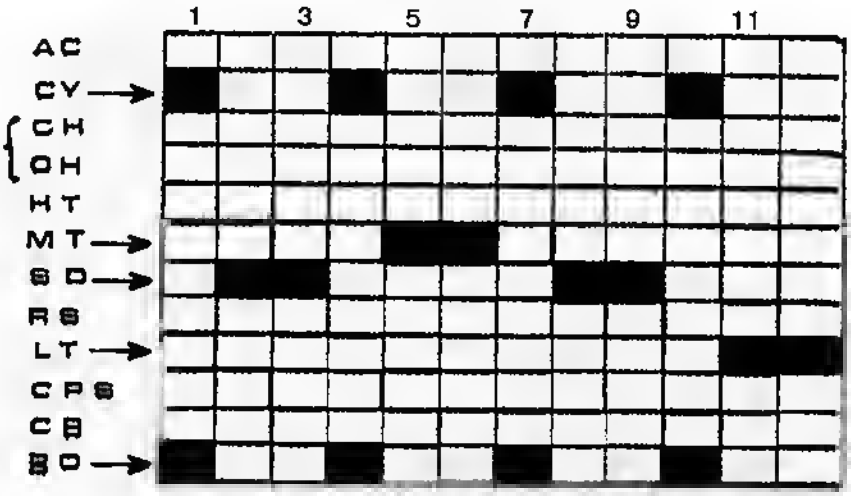

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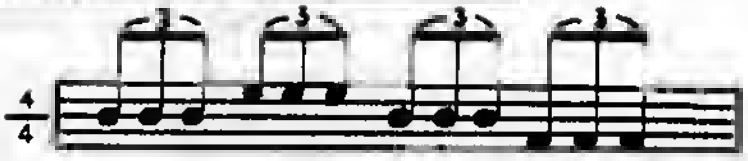

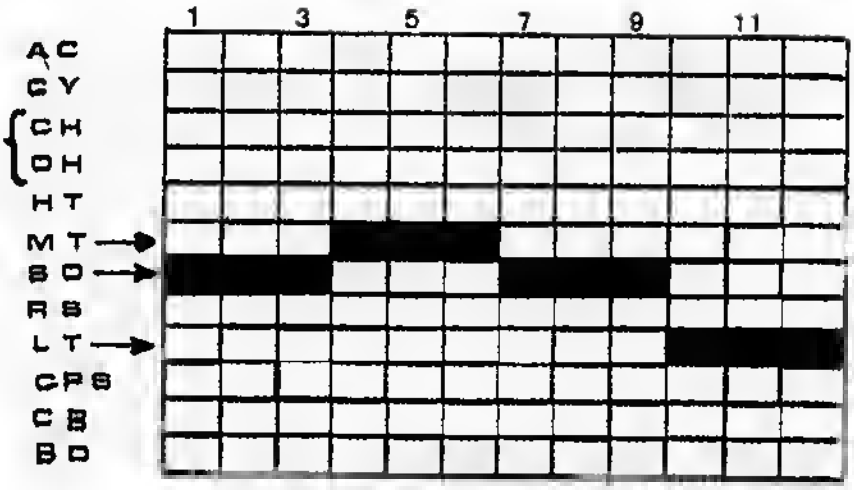

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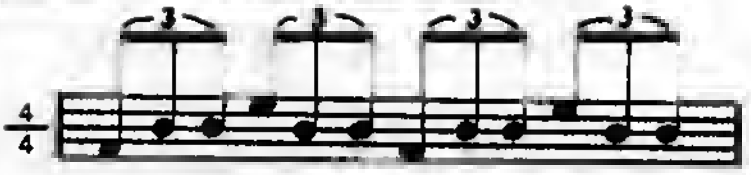

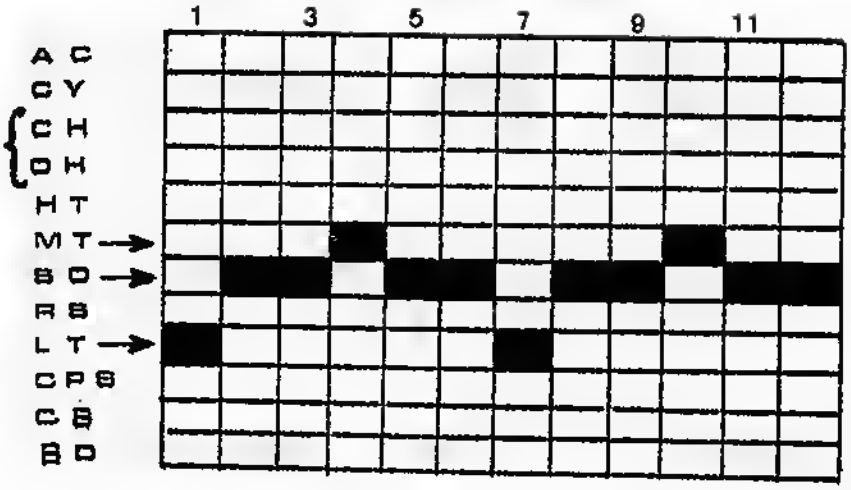

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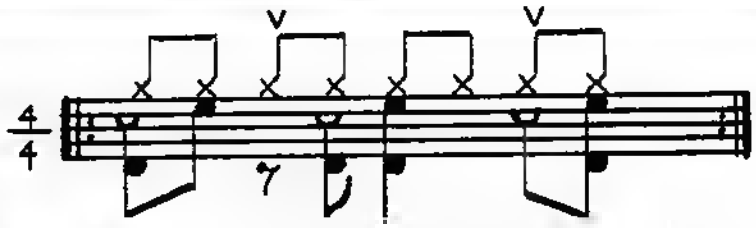

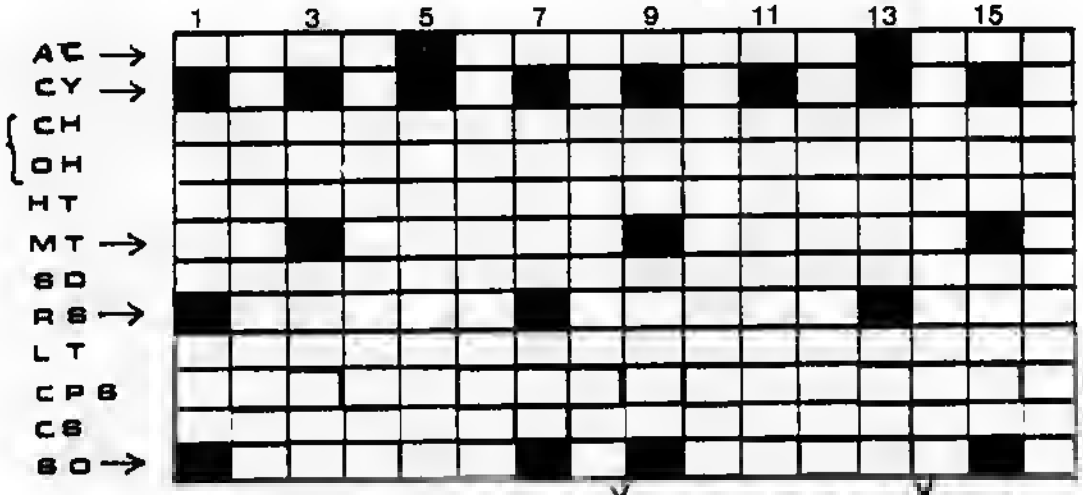

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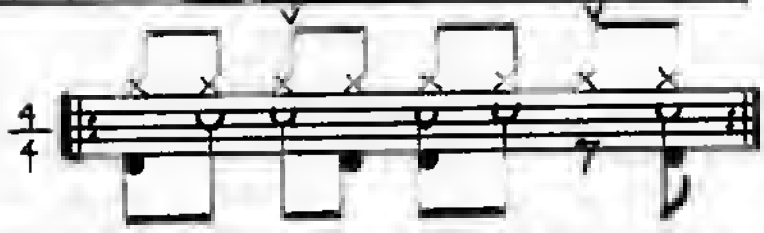

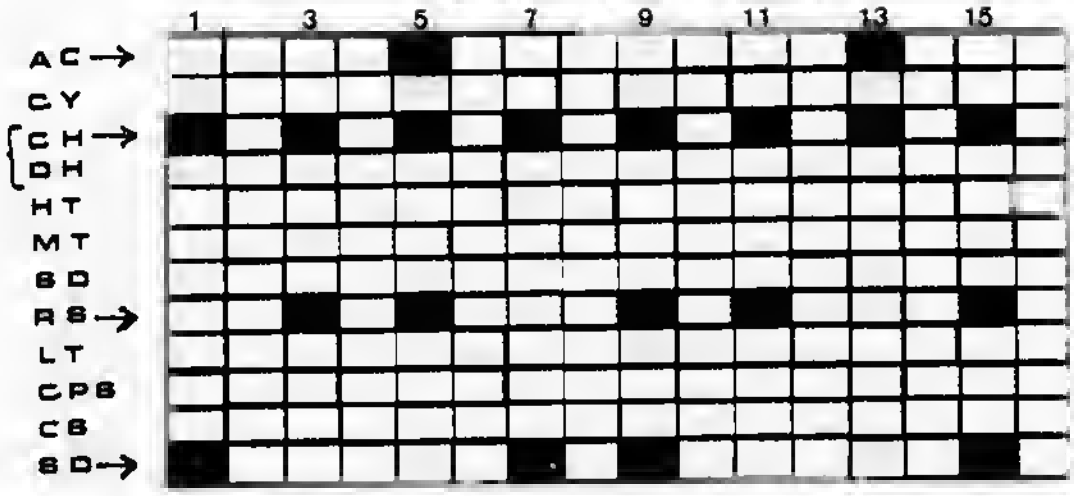

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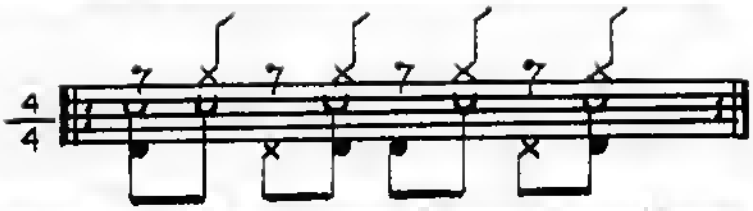

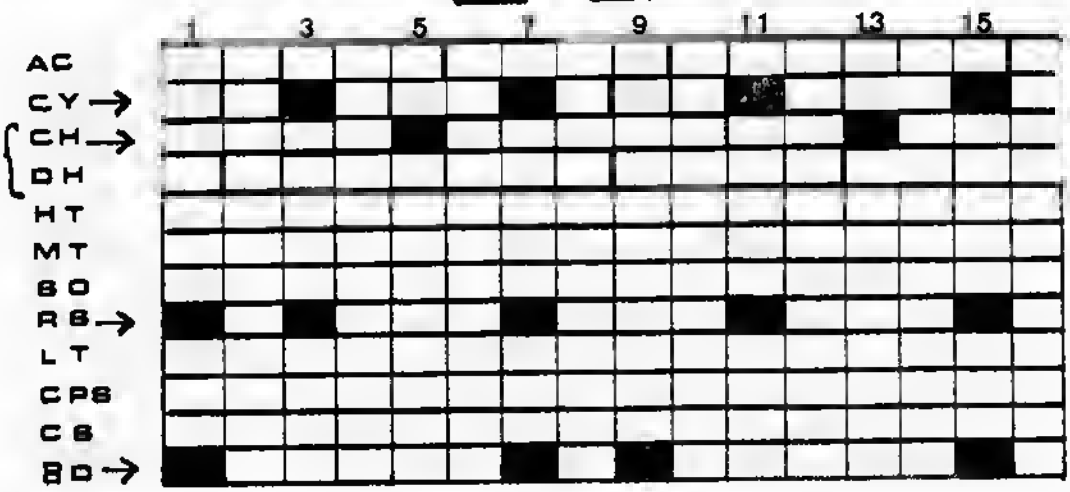

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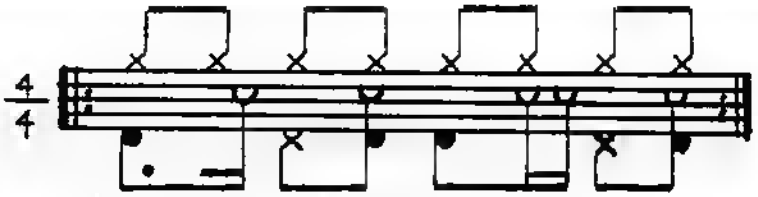

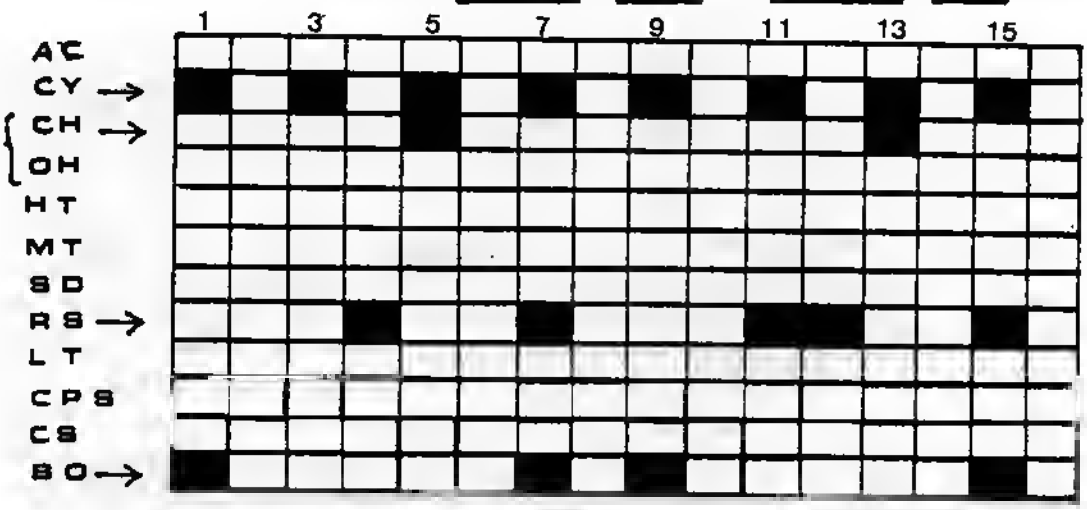

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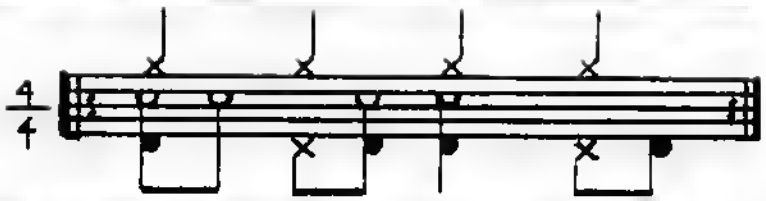

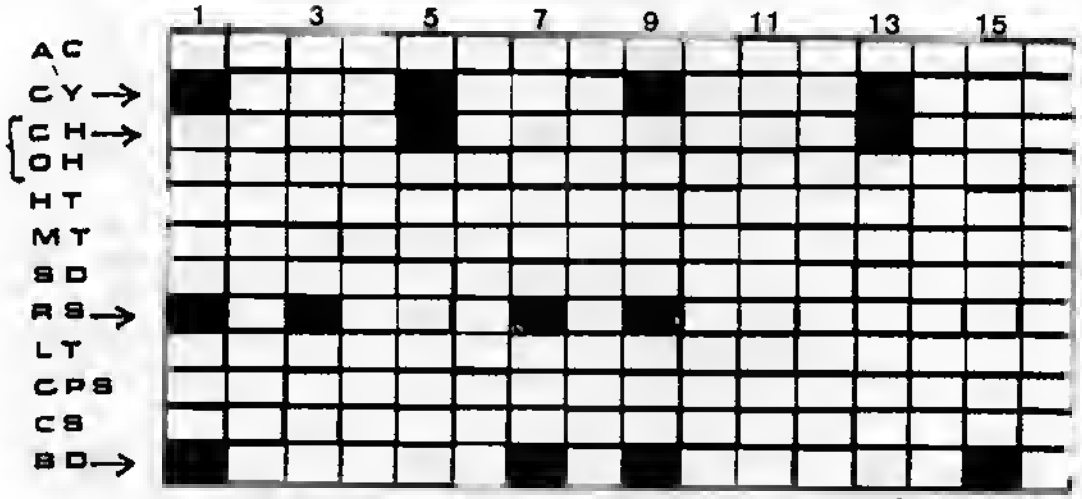

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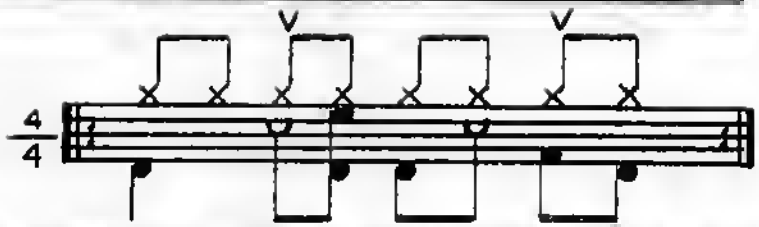

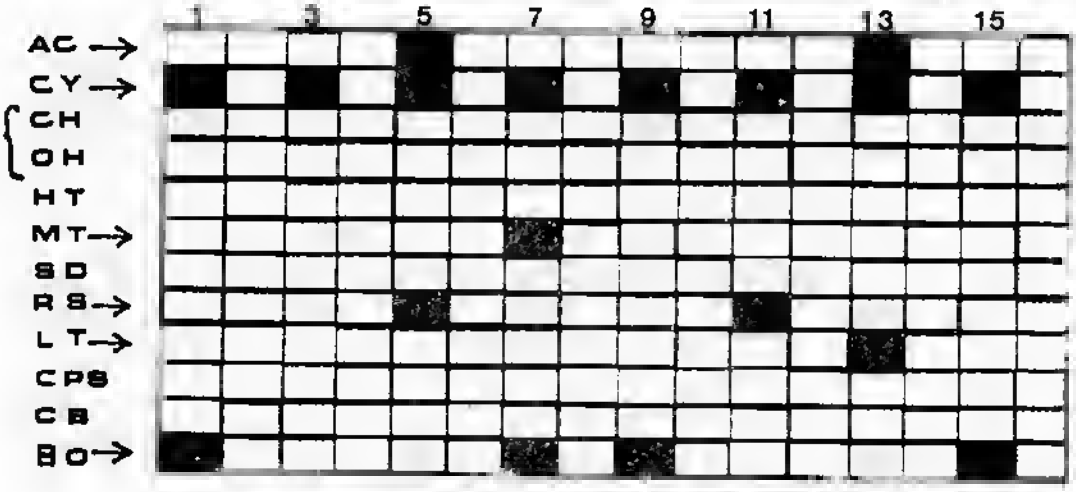

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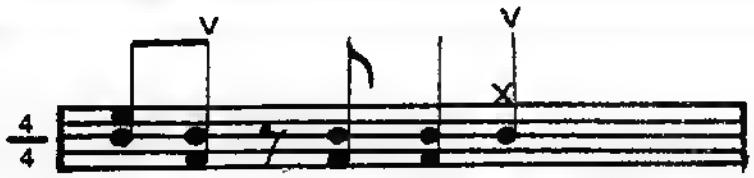

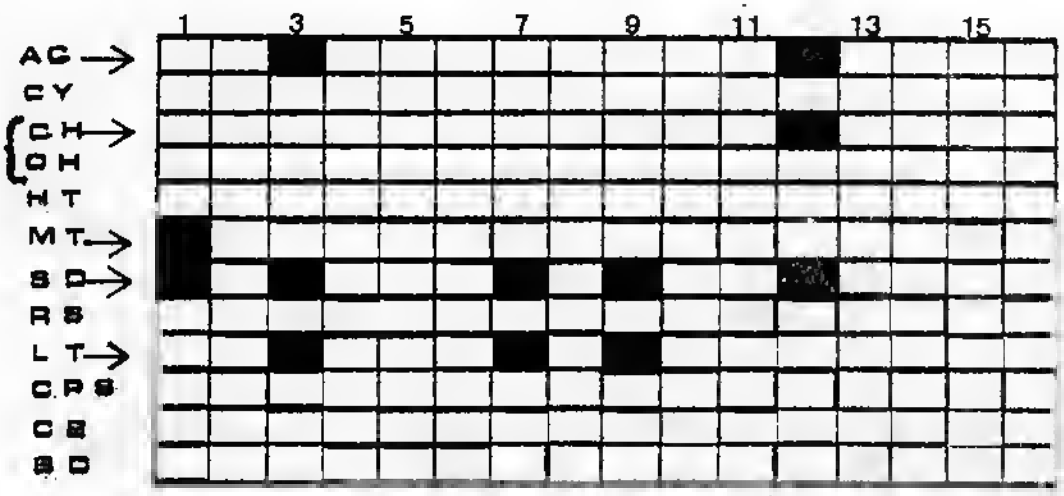

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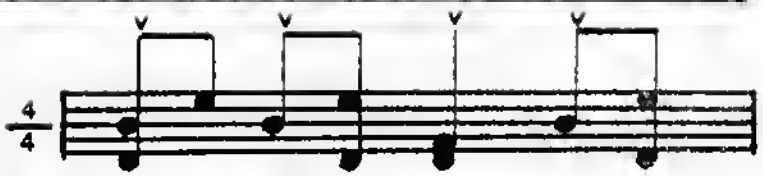

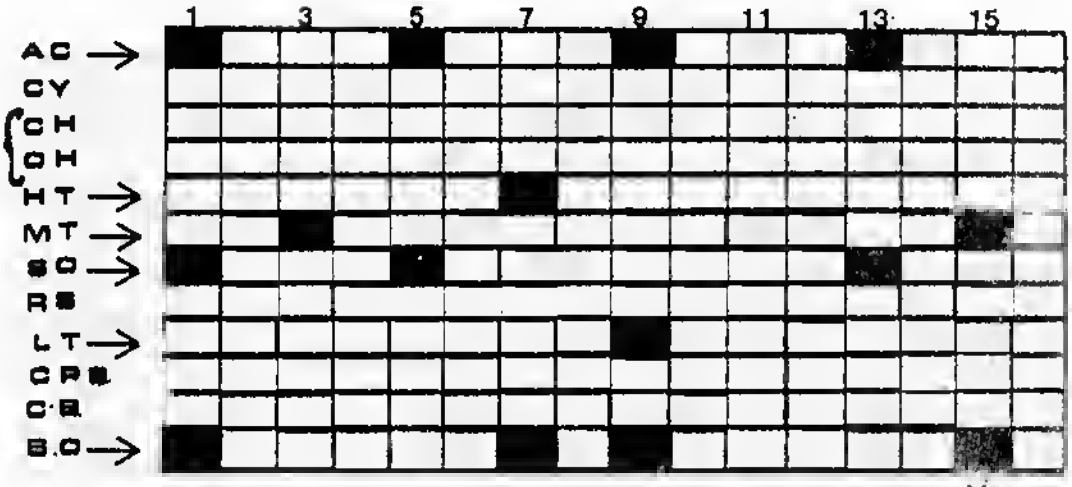

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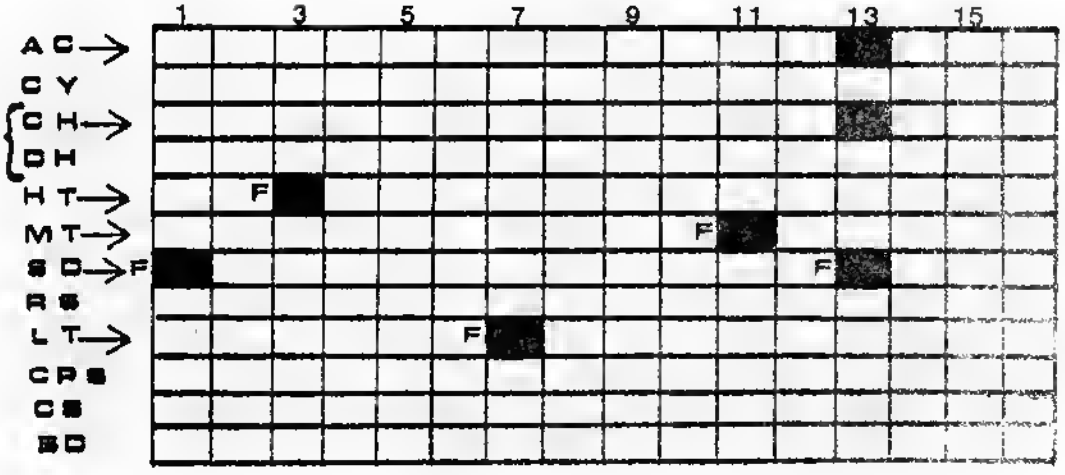

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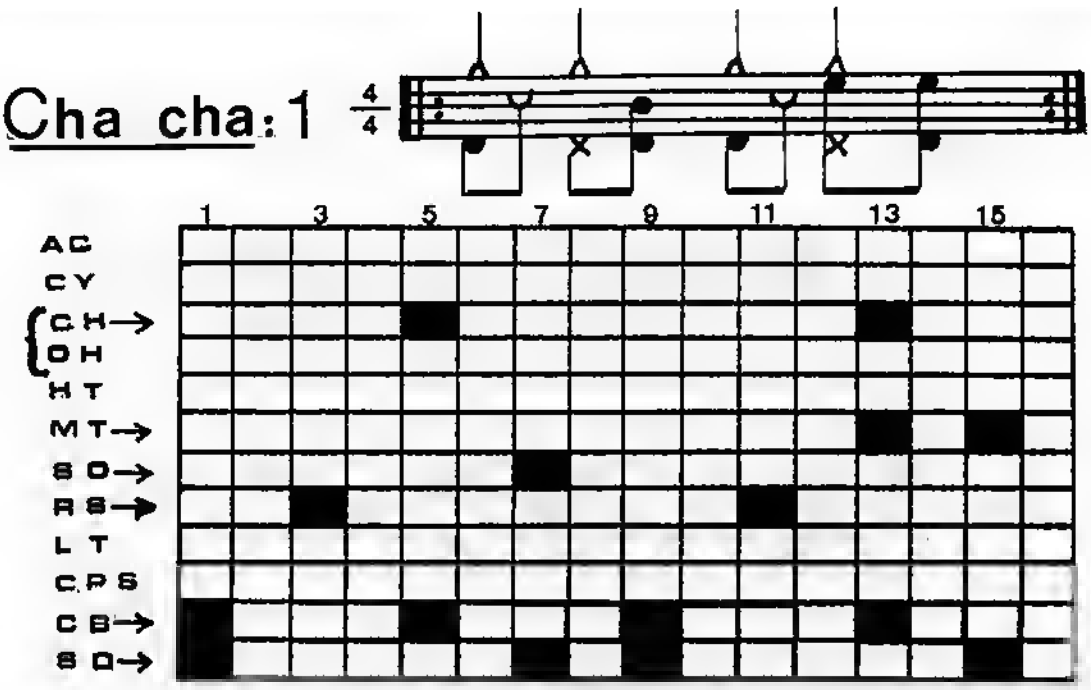

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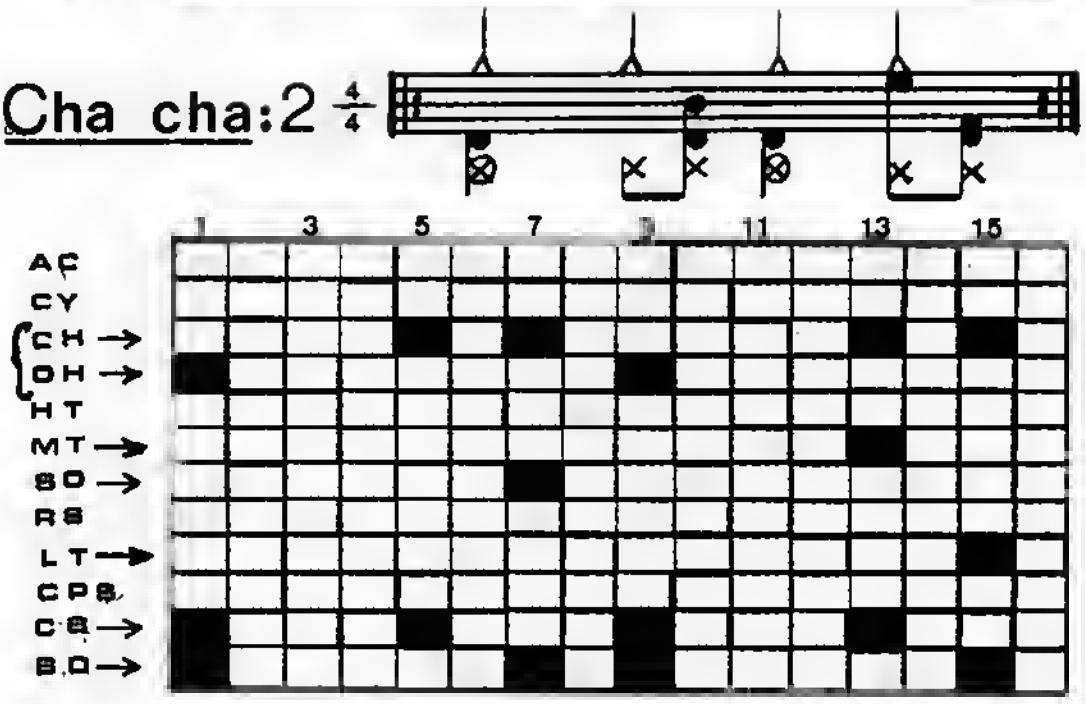

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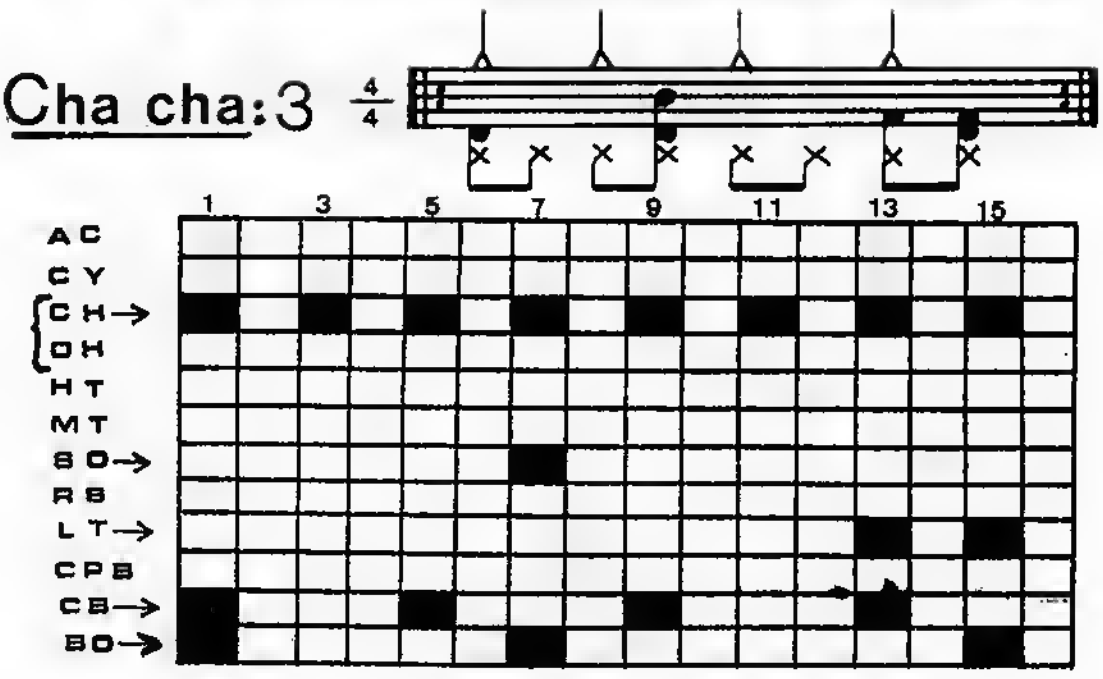

CHA CHA

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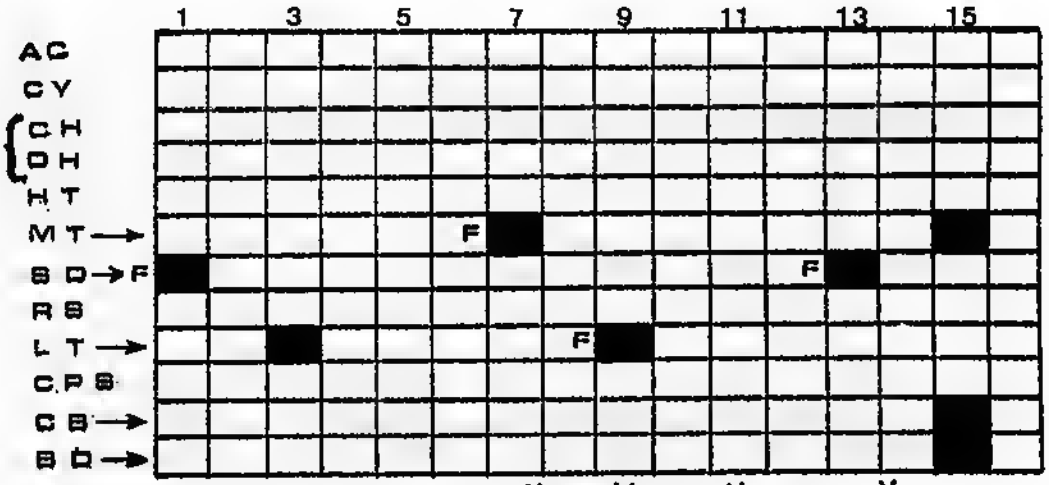

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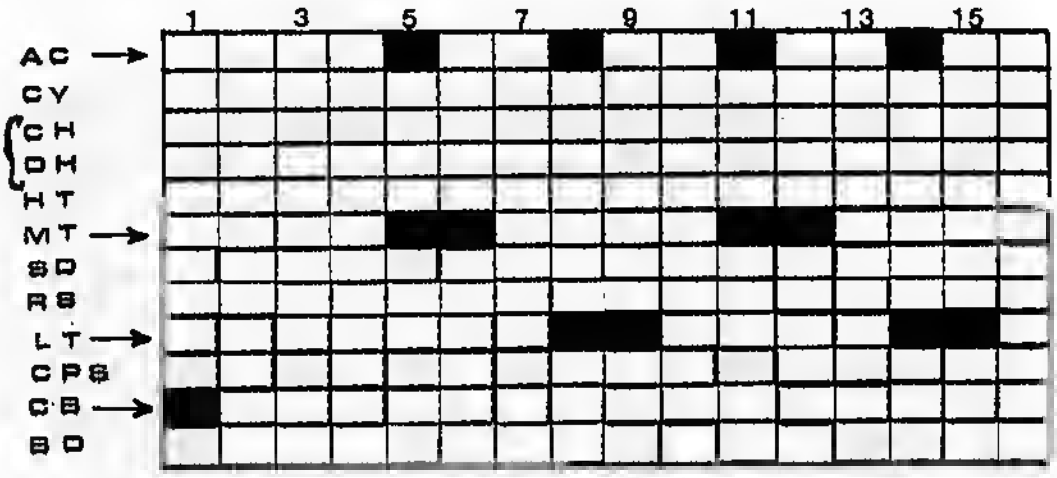

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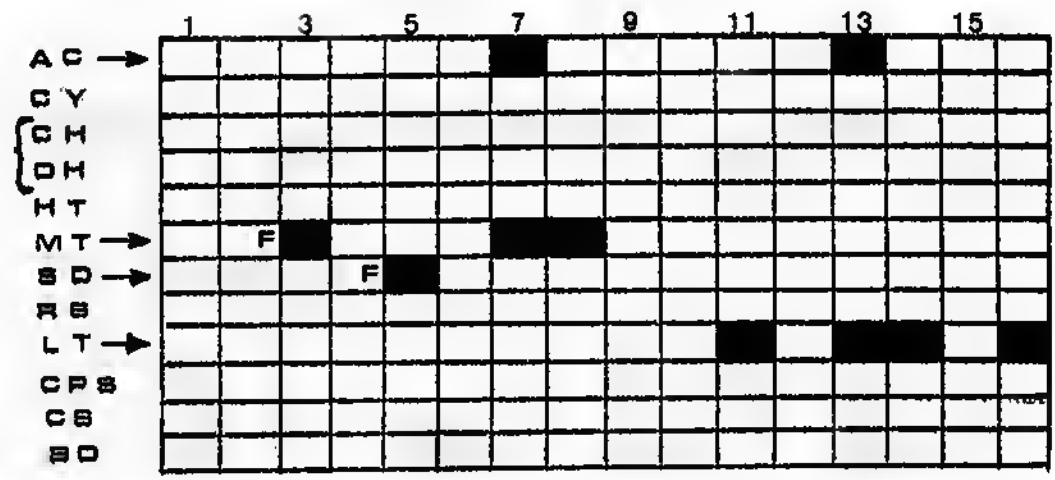

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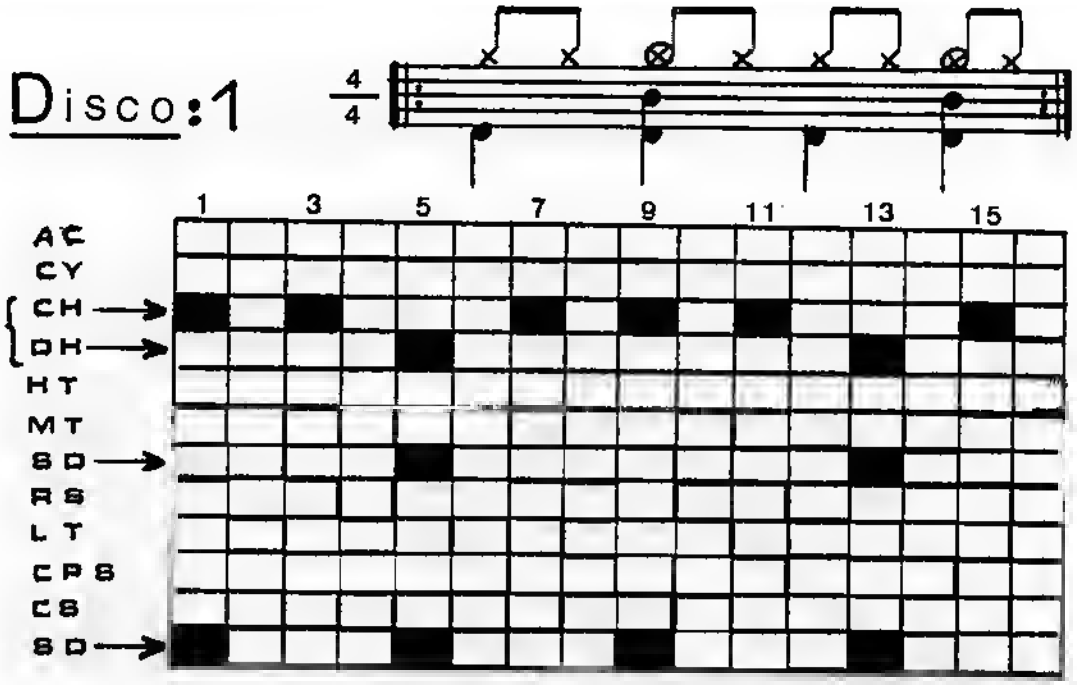

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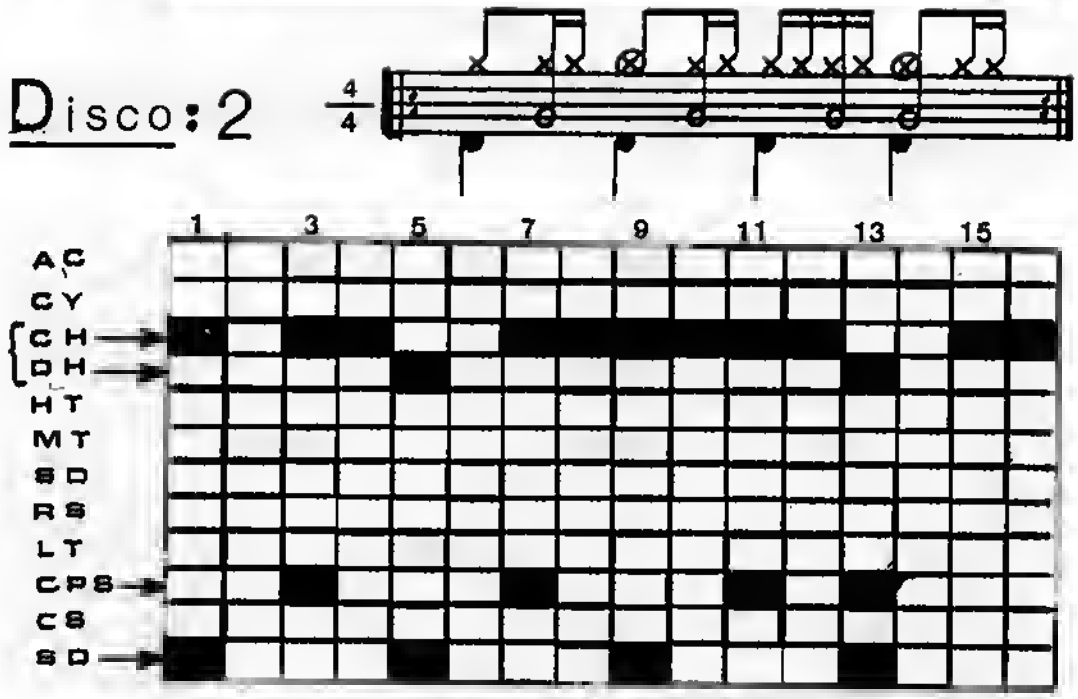

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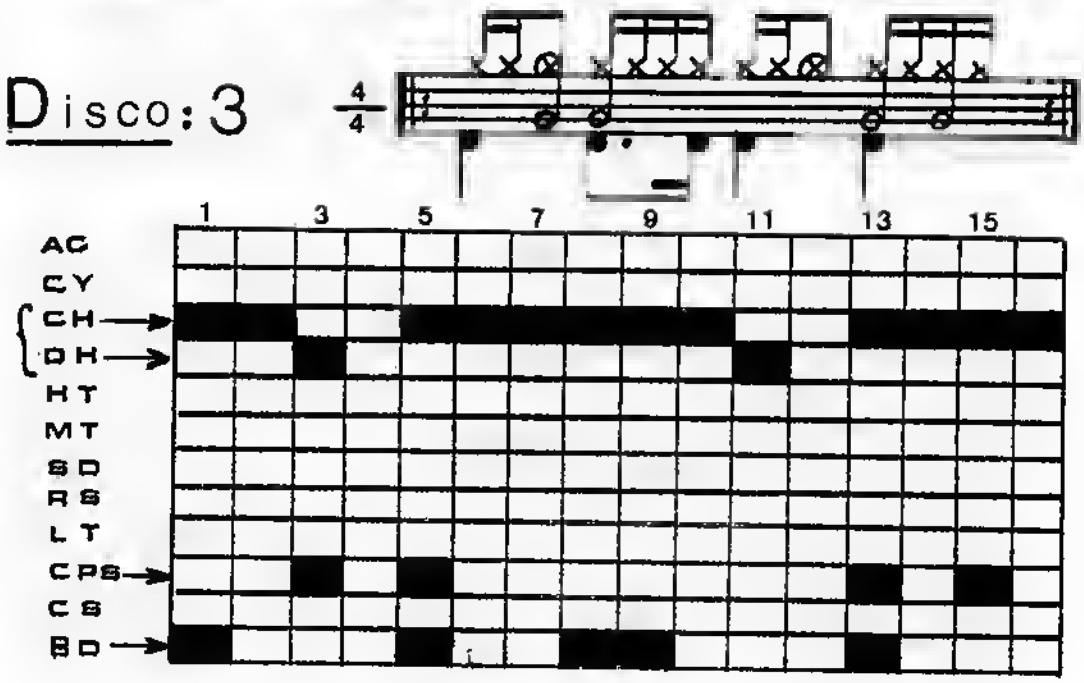

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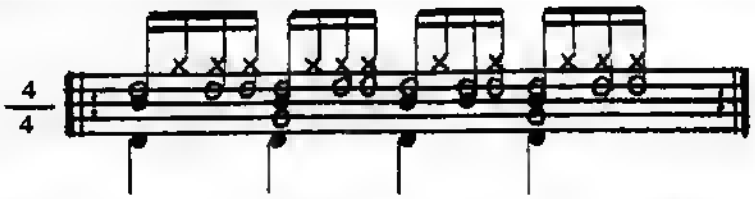

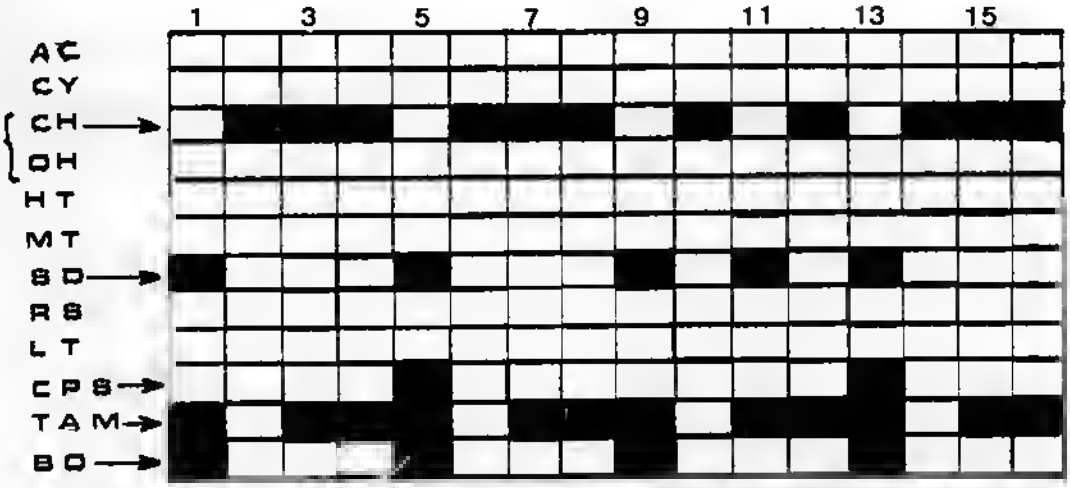

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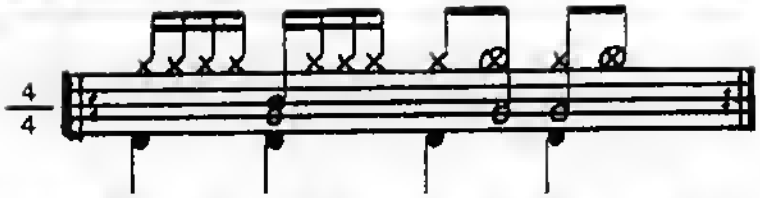

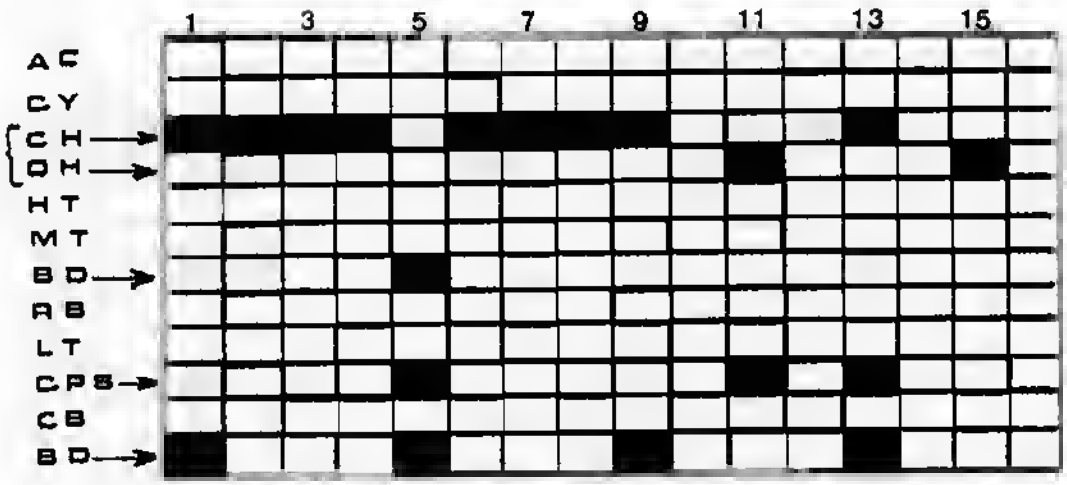

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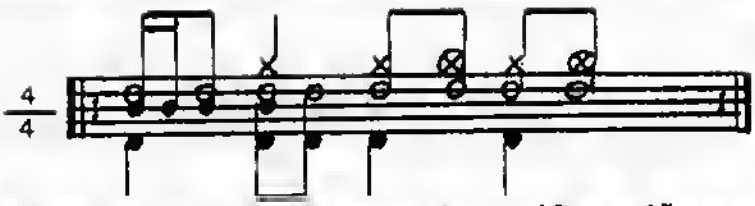

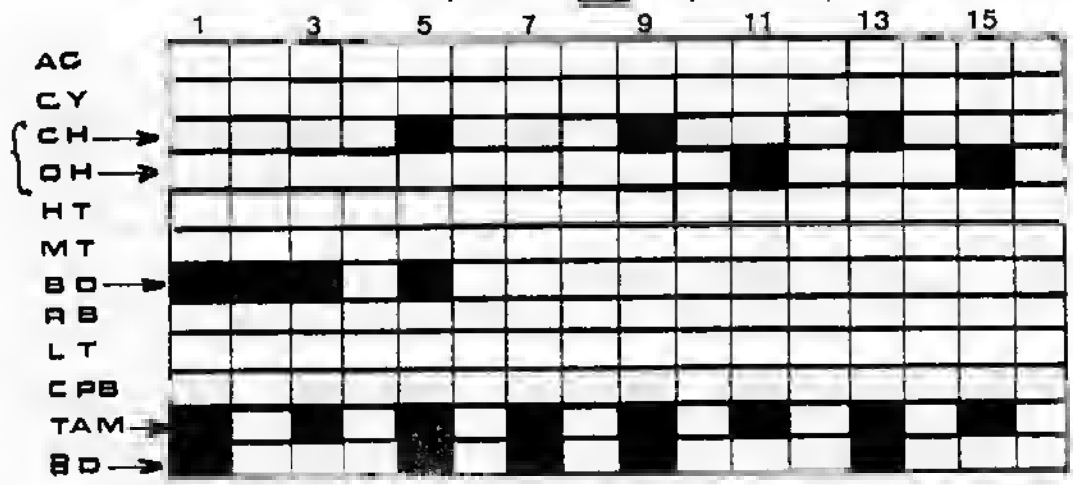

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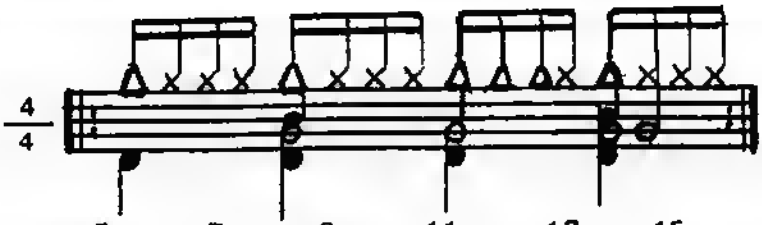

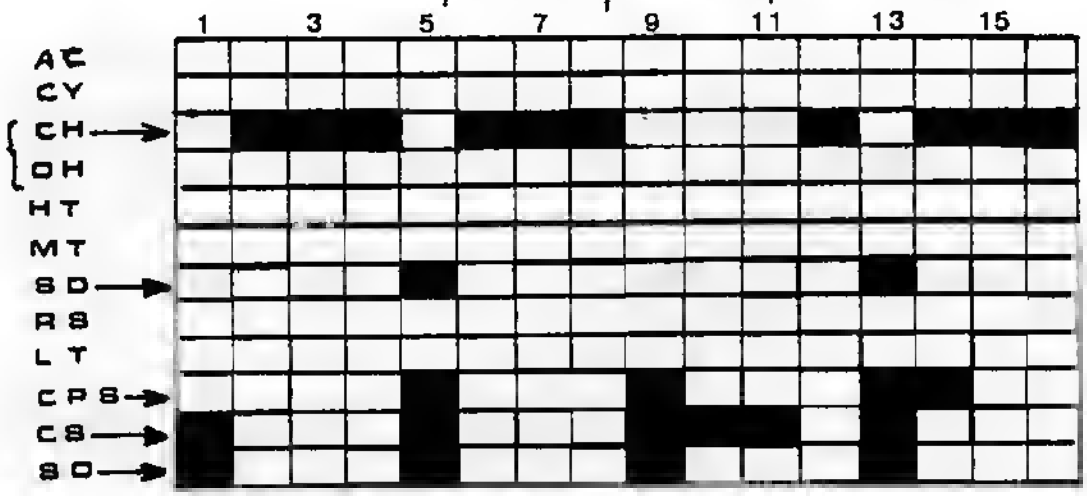

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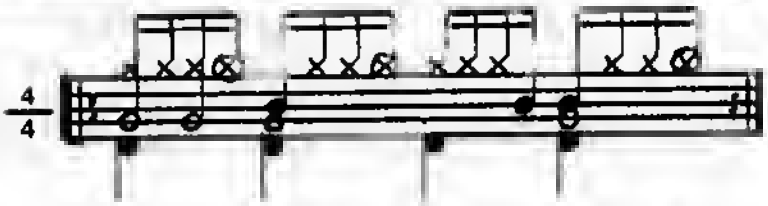

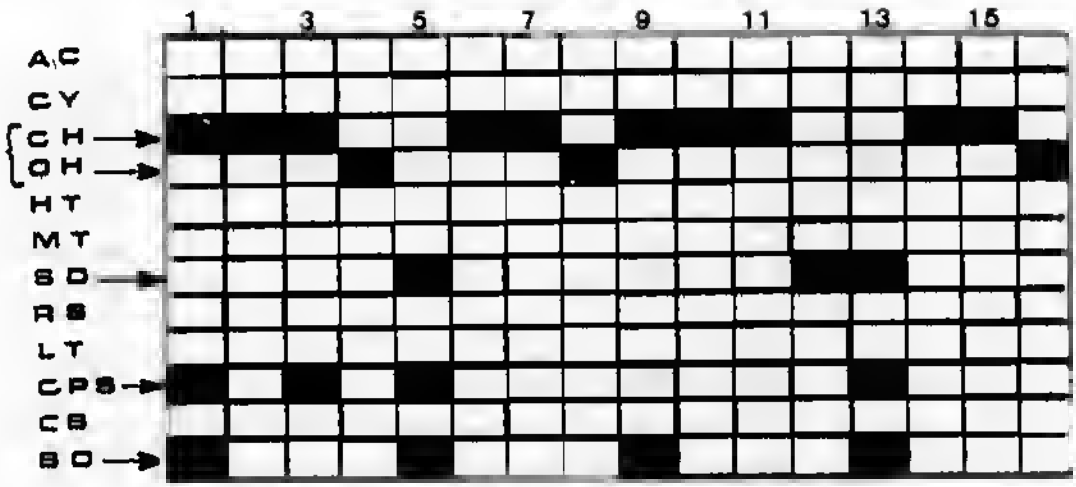

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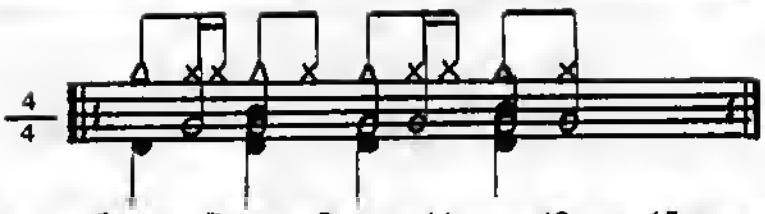

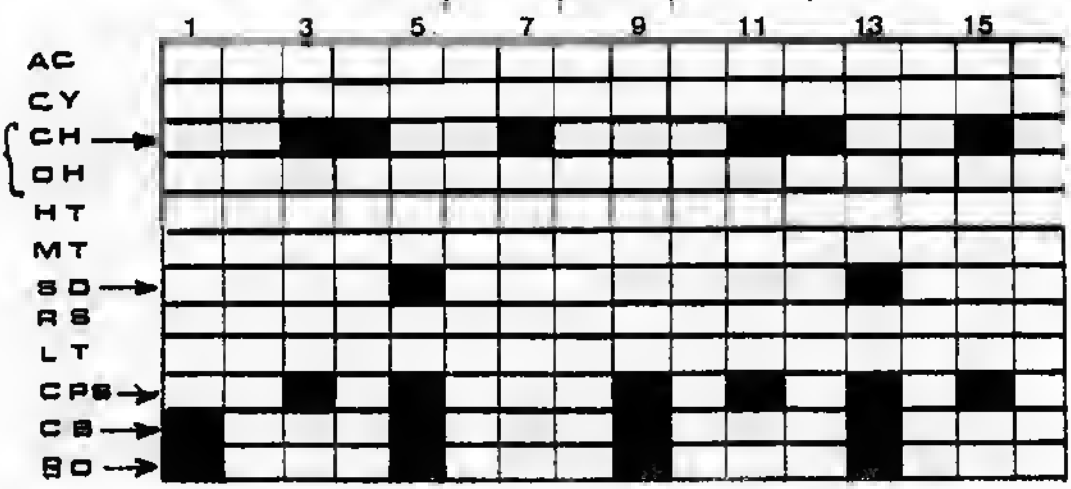

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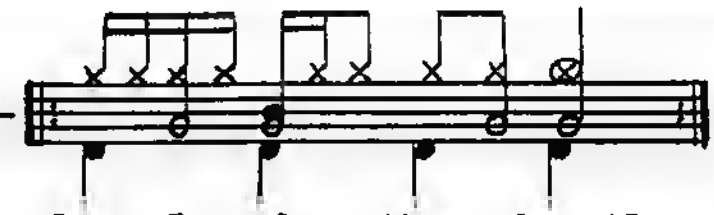

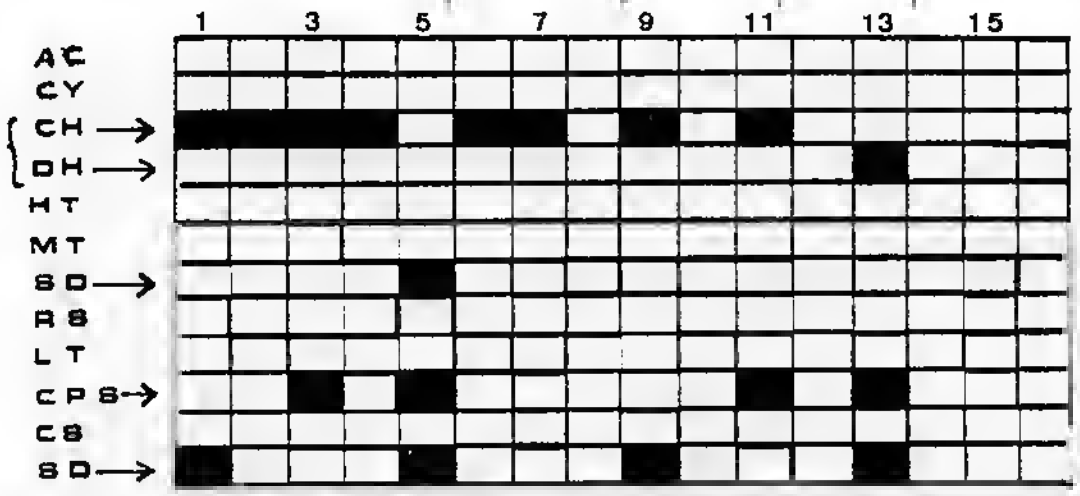

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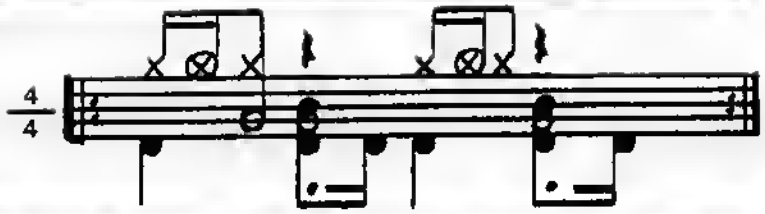

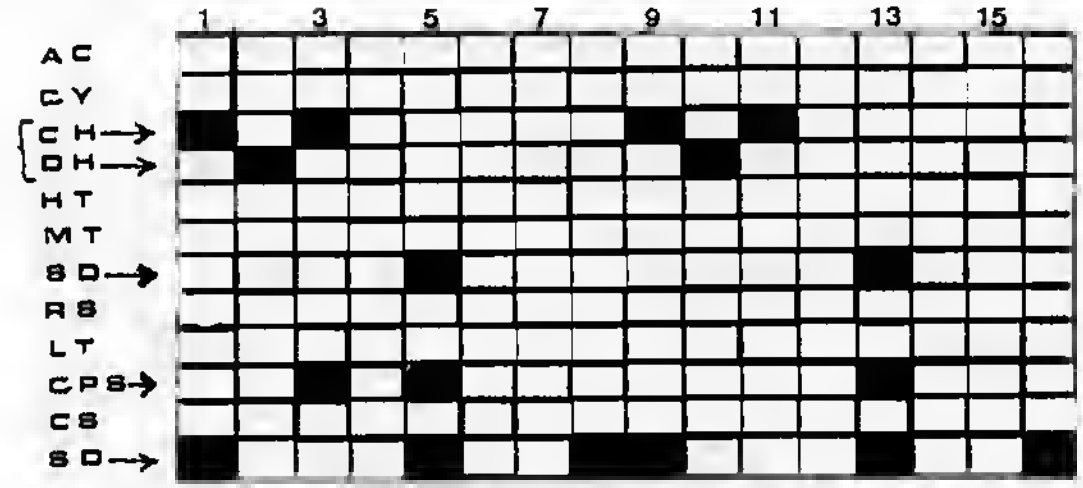

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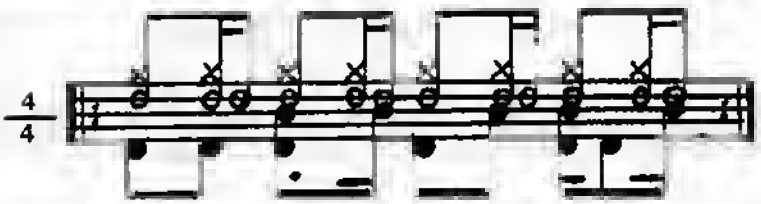

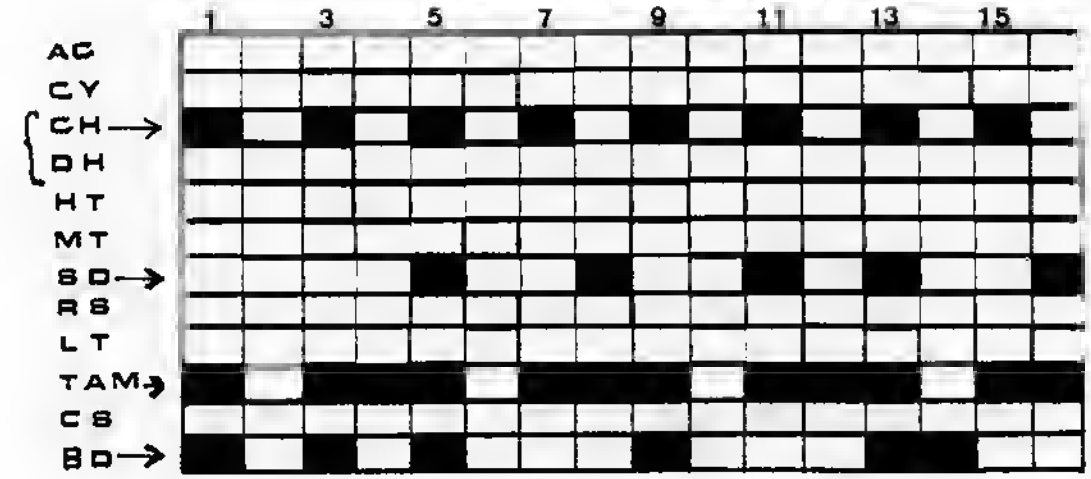

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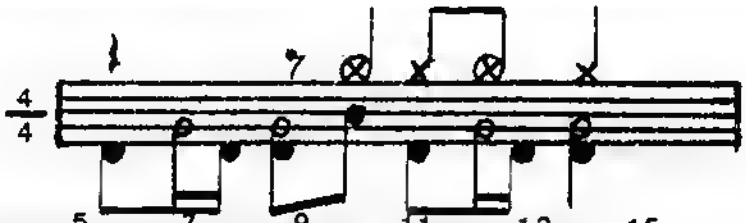

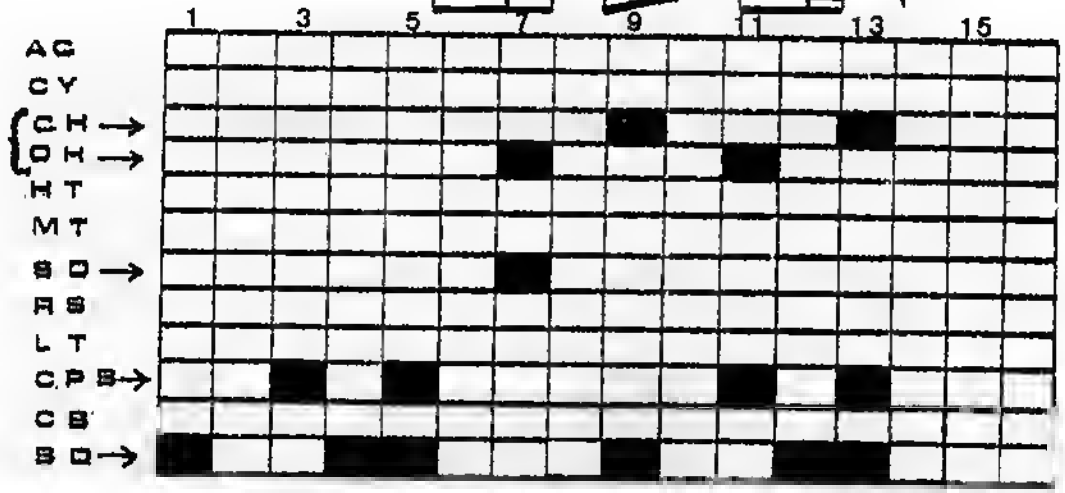

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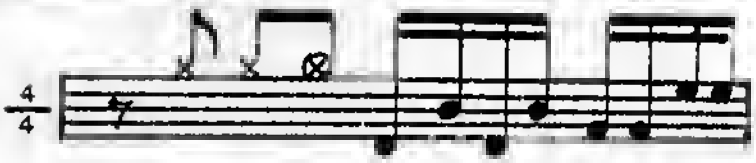

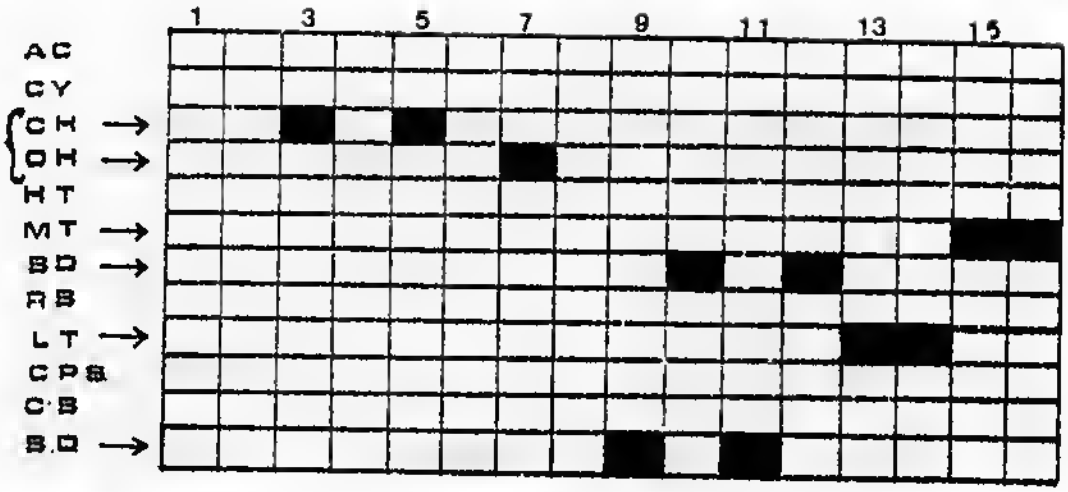

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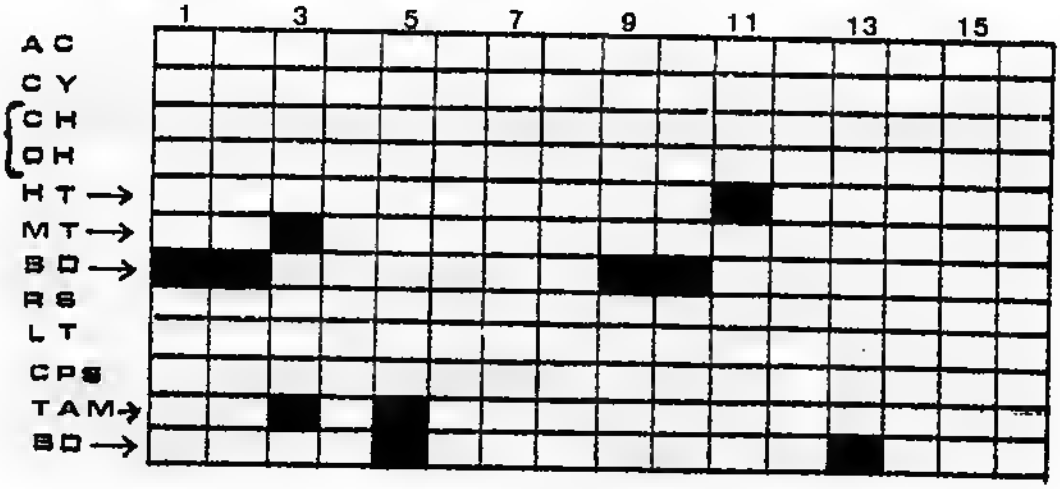

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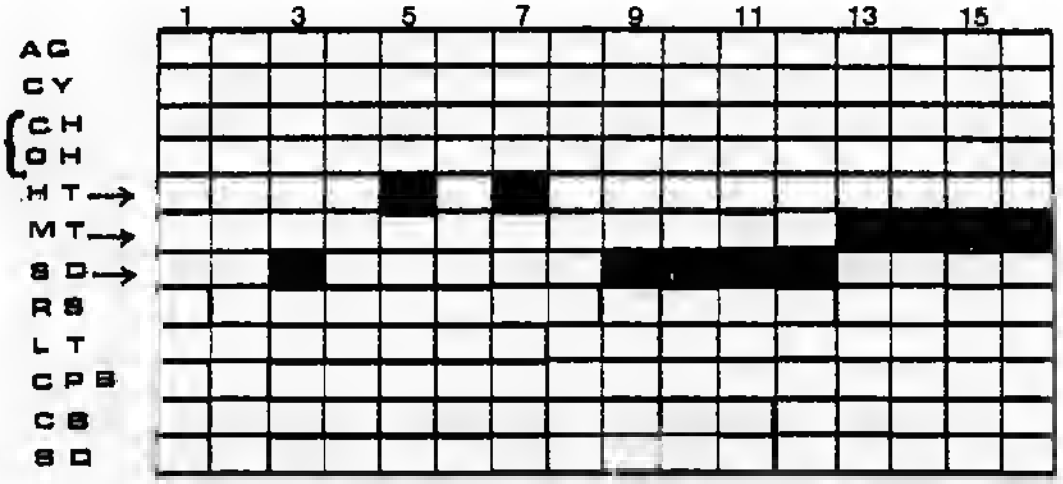

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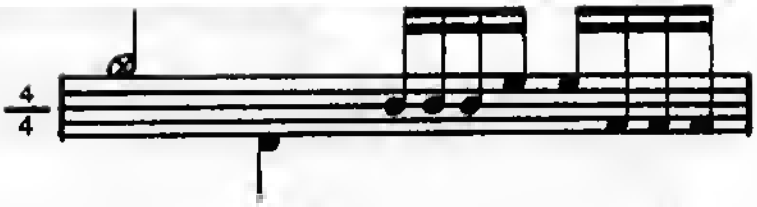

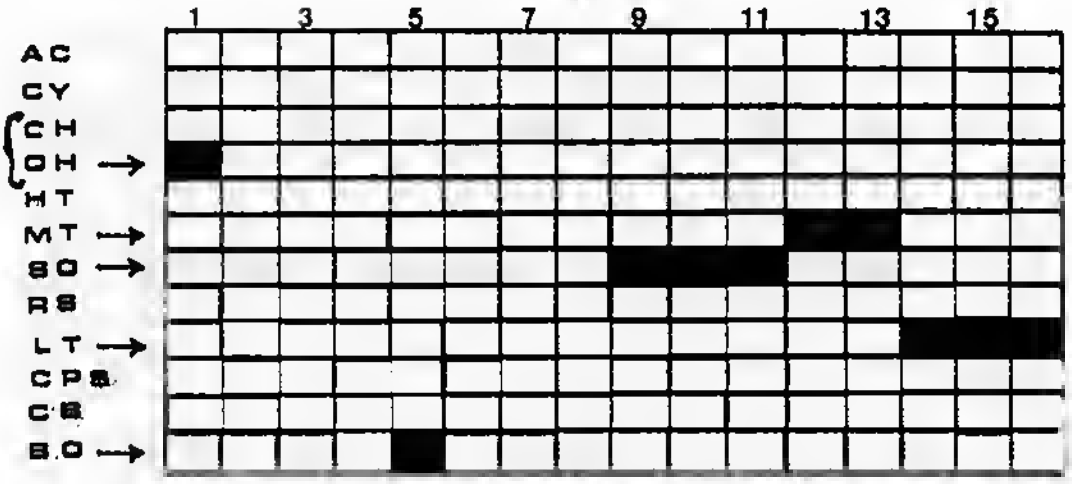

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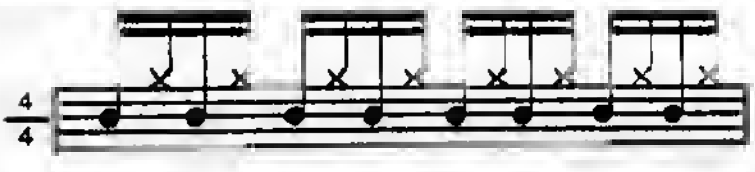

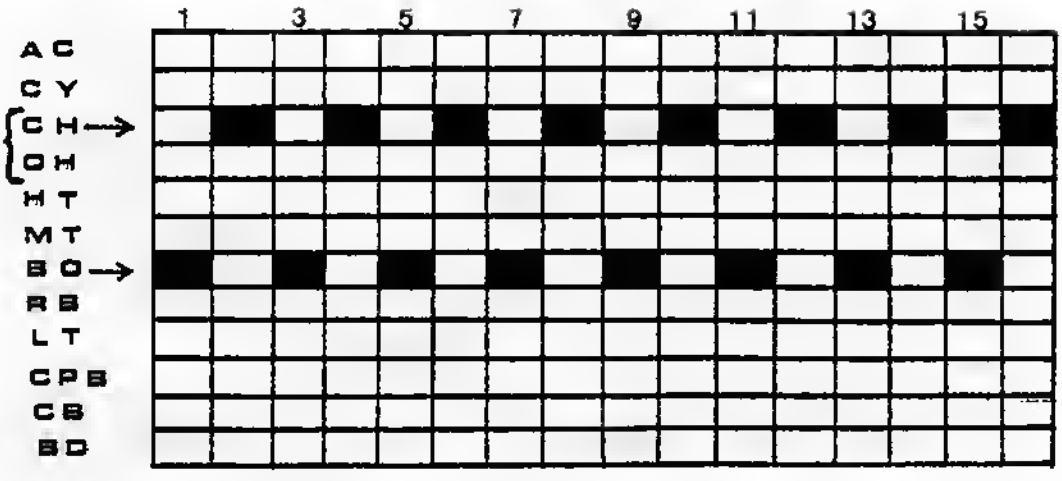

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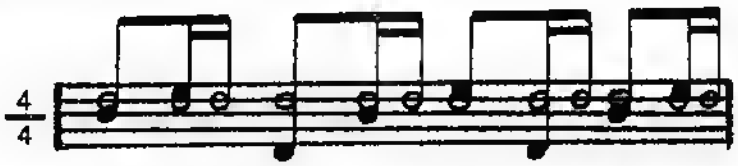

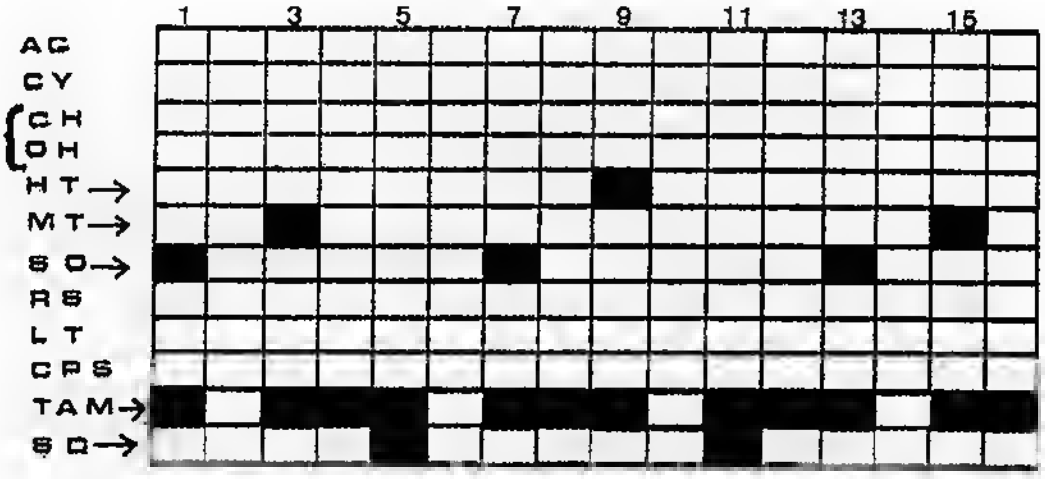

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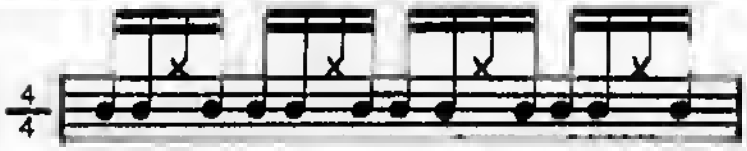

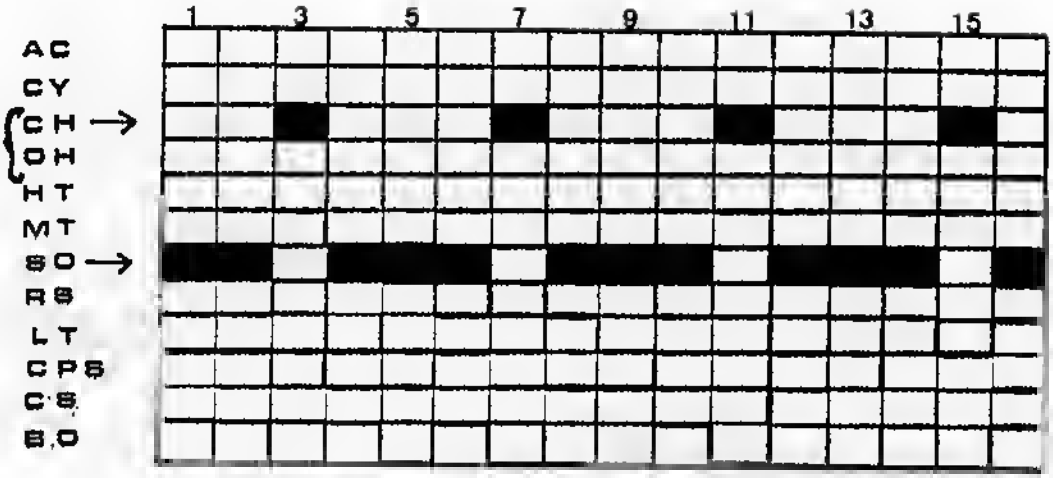

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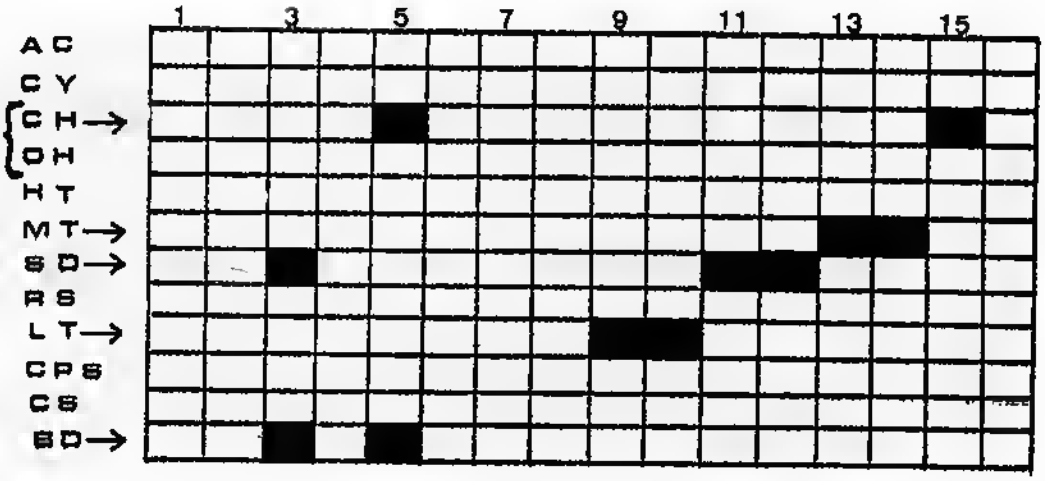

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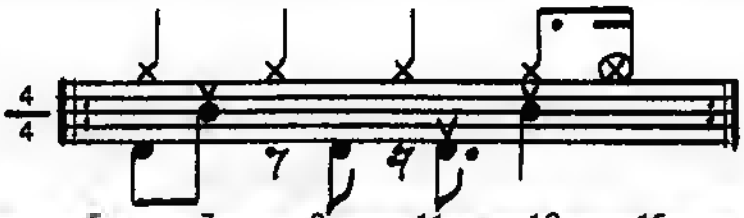

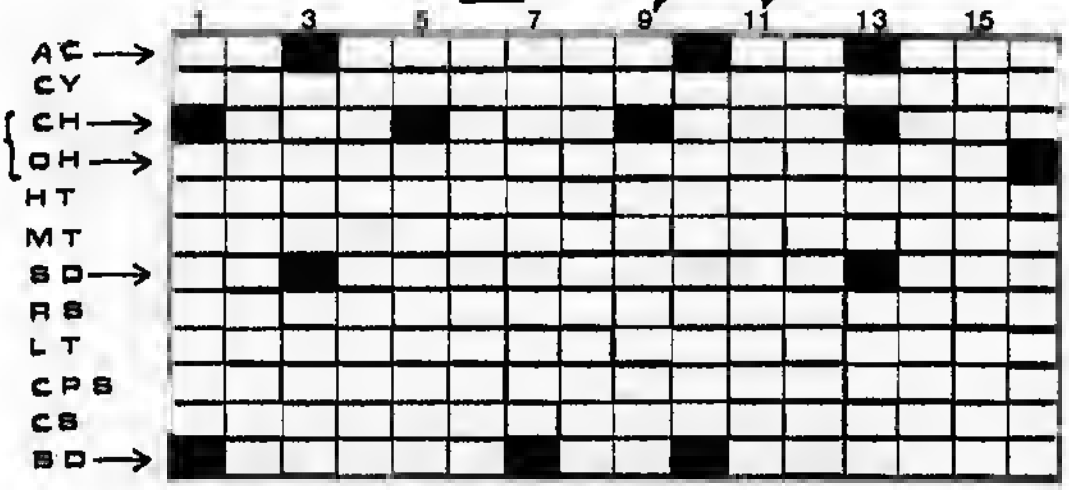

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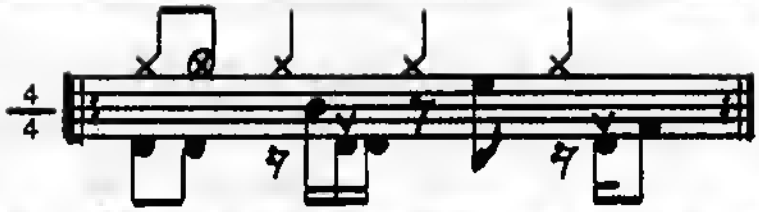

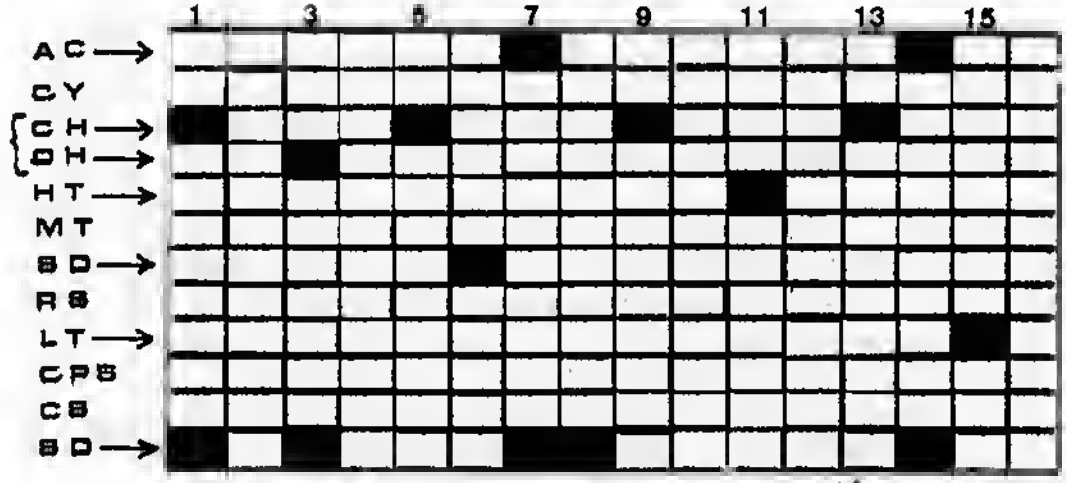

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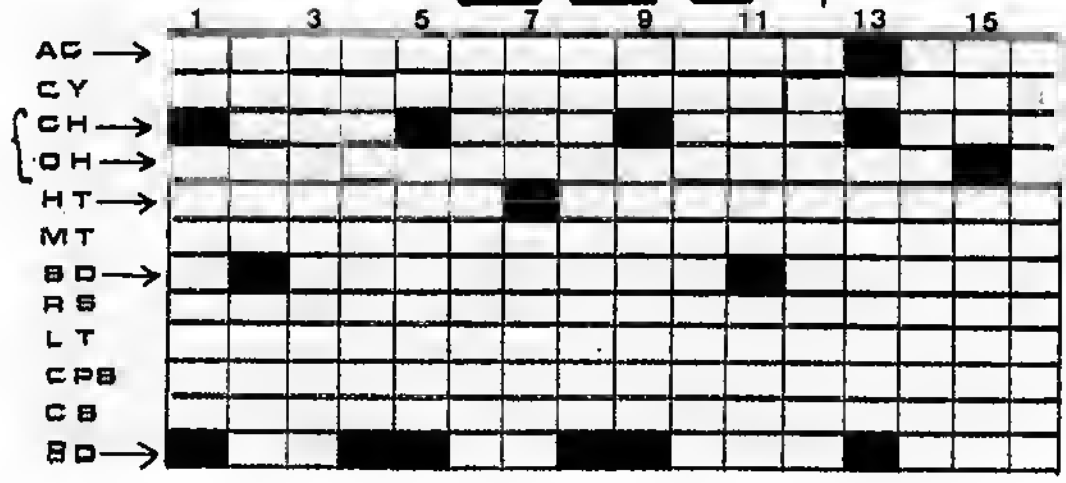

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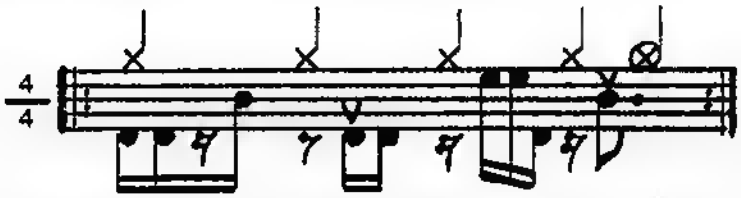

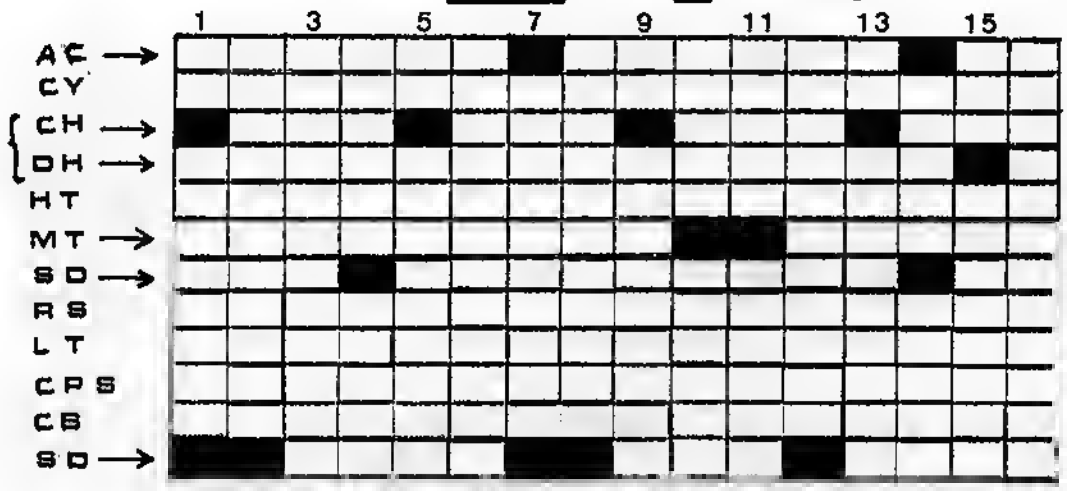

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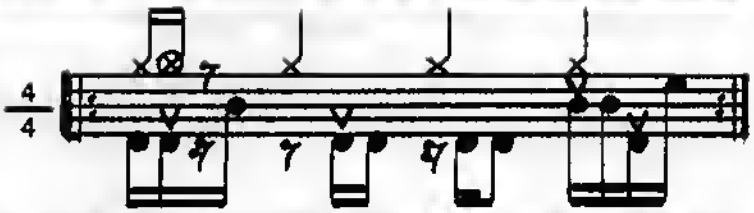

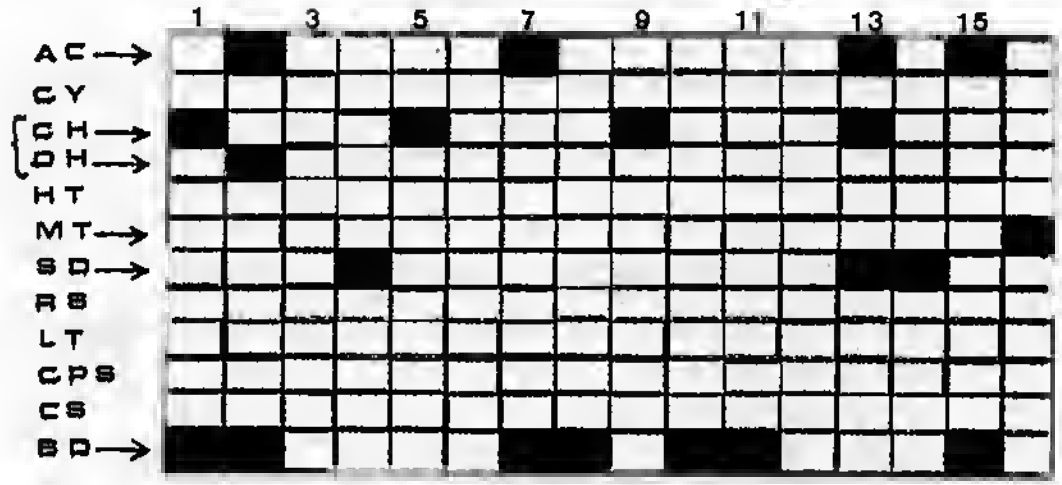

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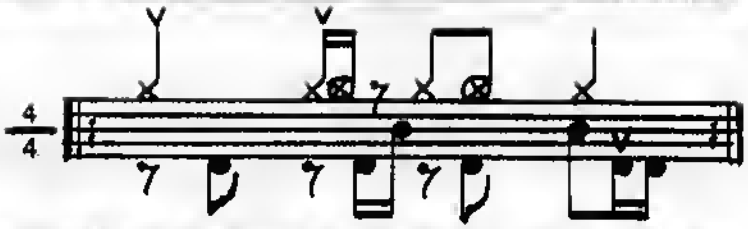

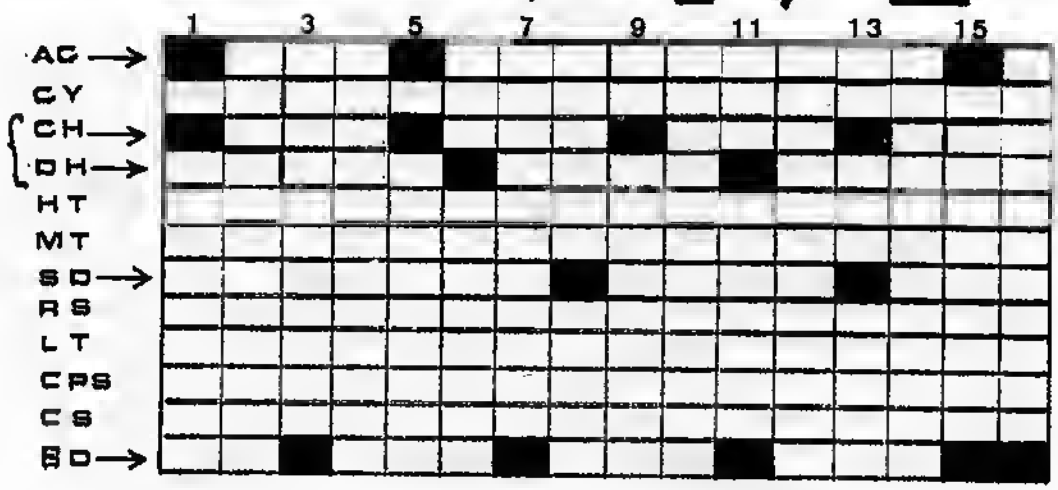

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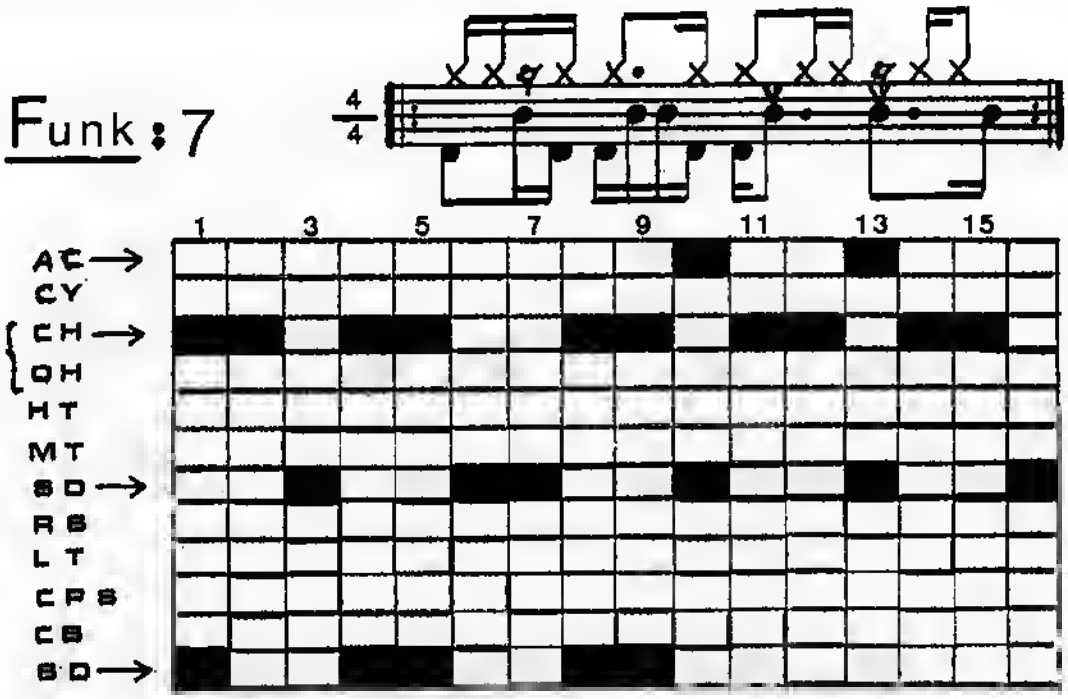

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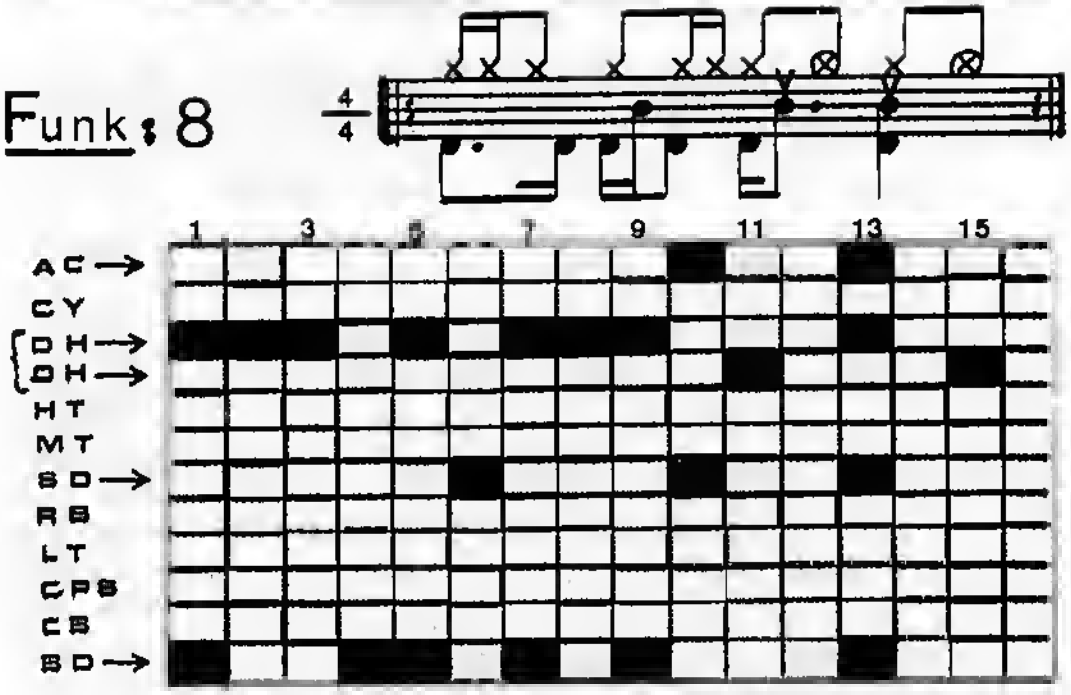

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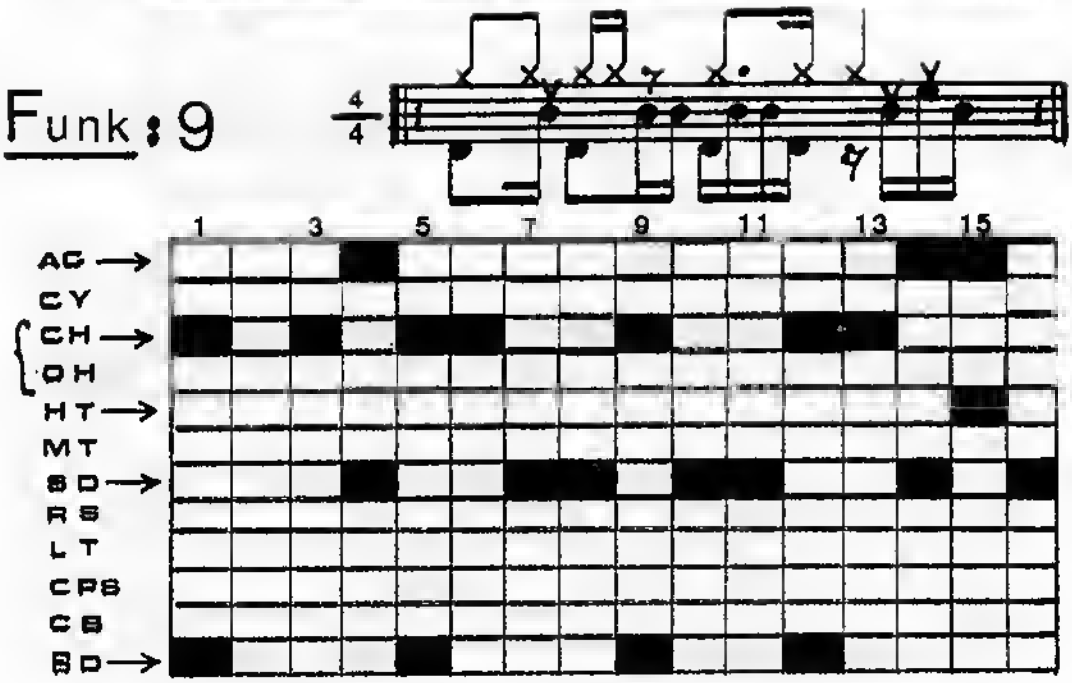

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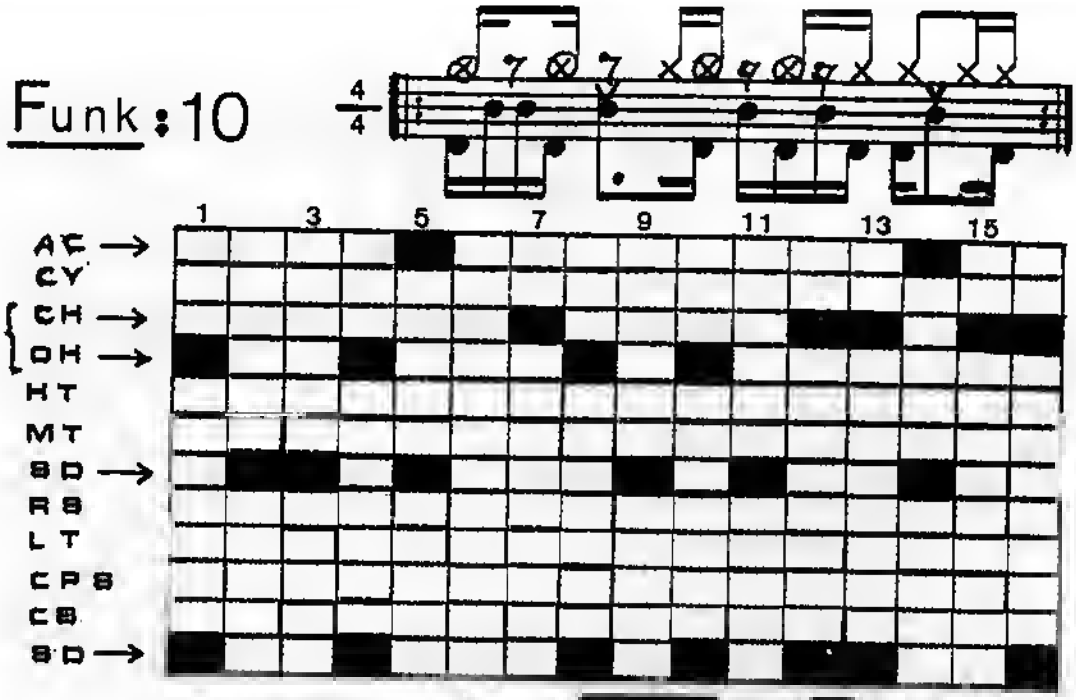

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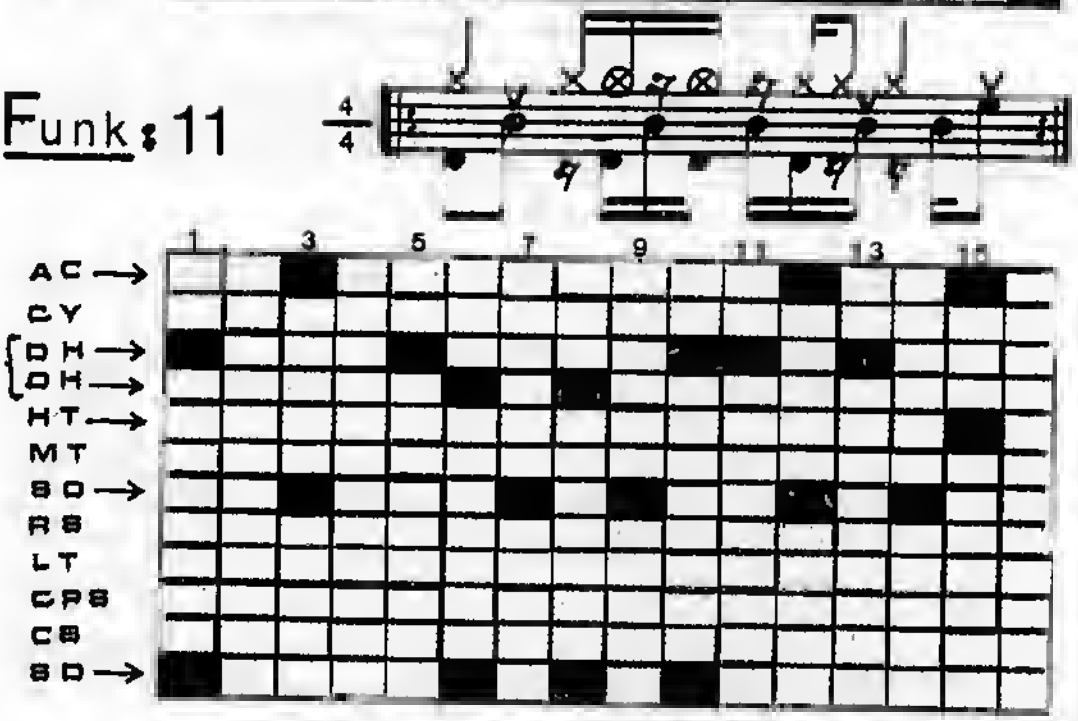

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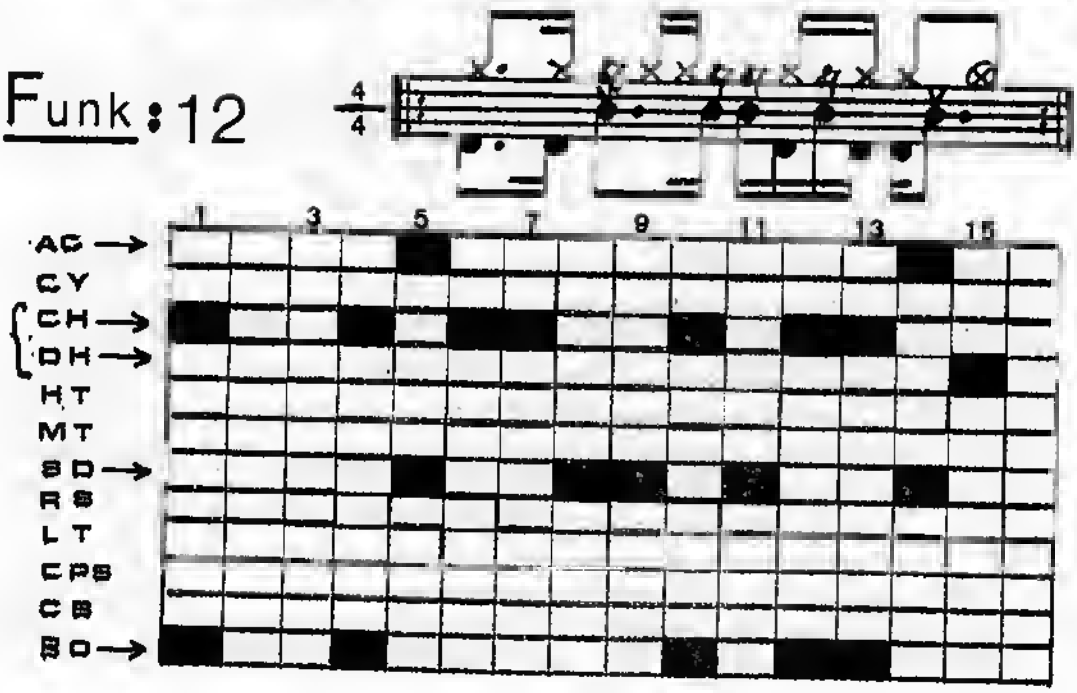

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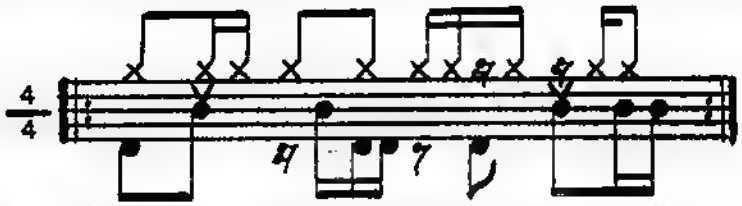

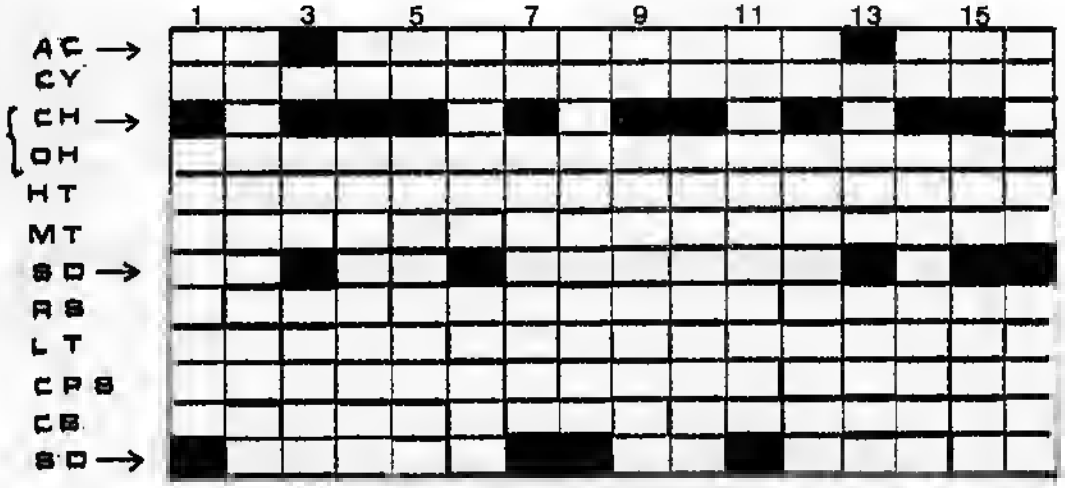

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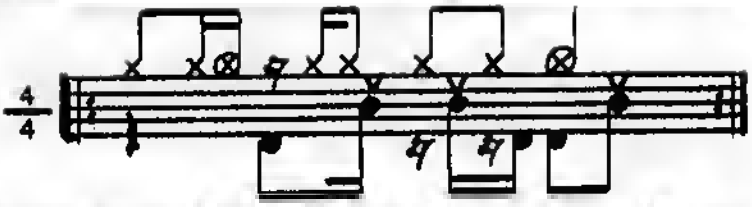

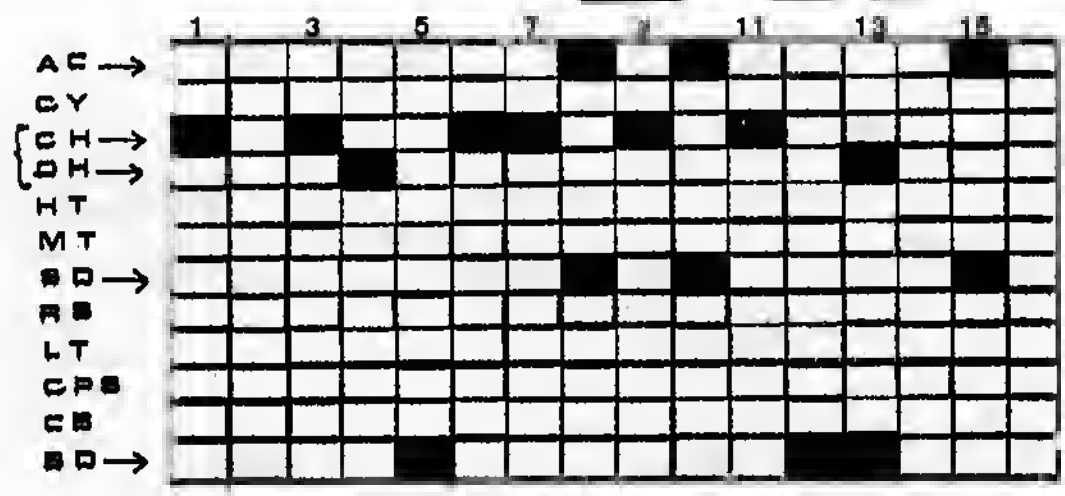

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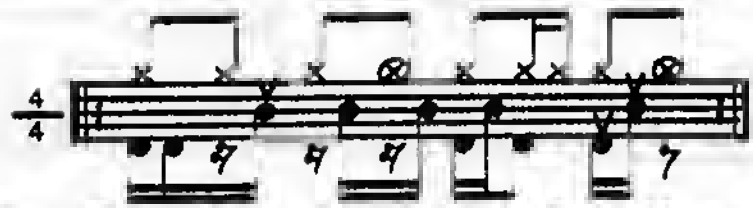

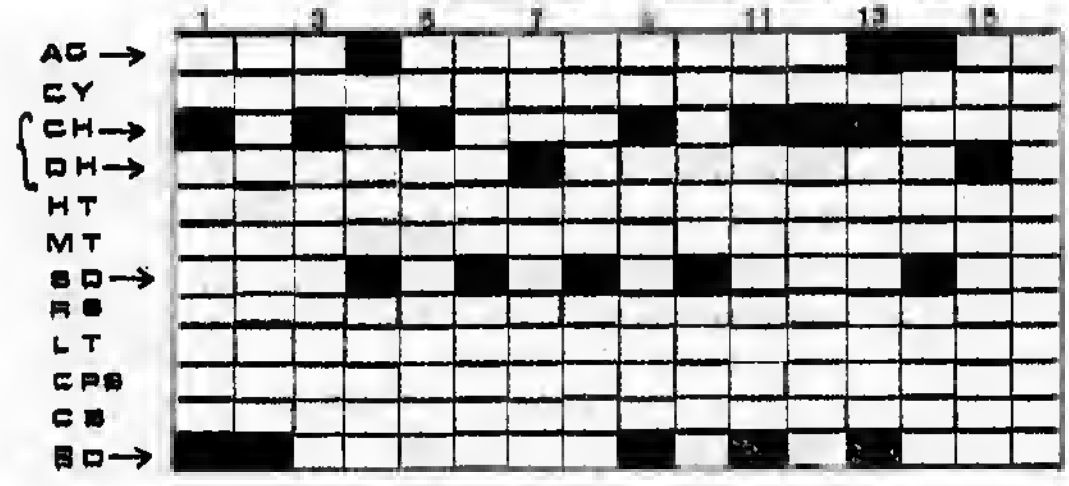

FUNK

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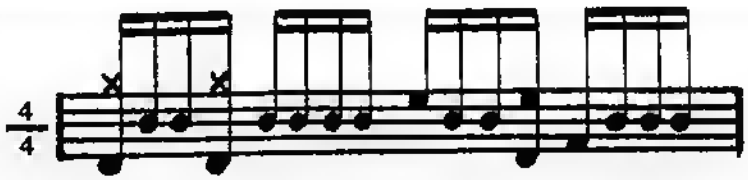

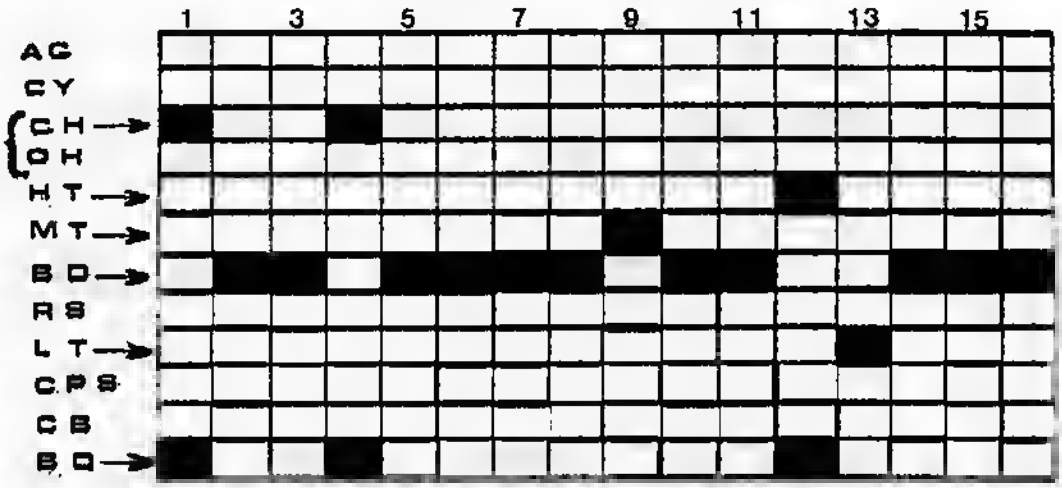

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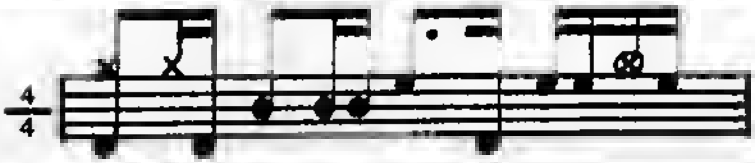

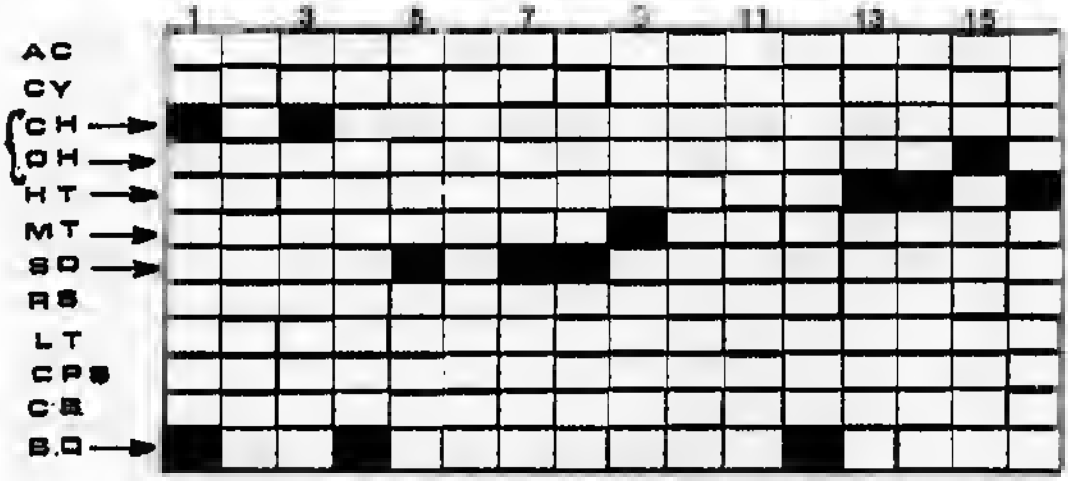

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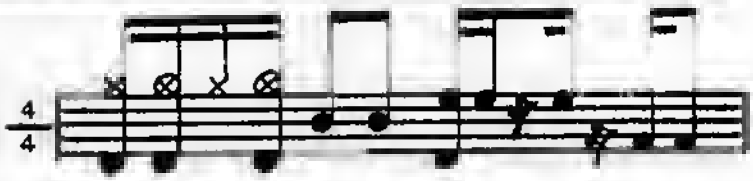

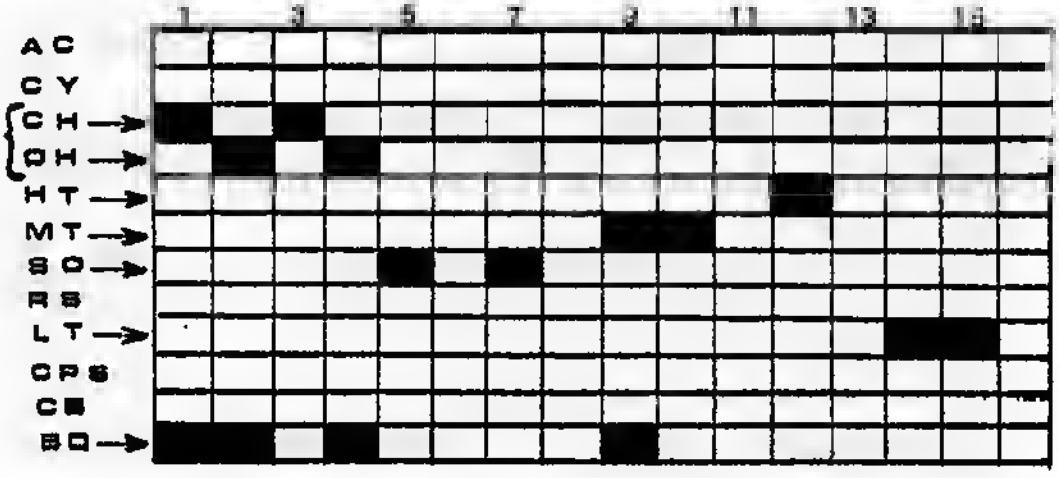

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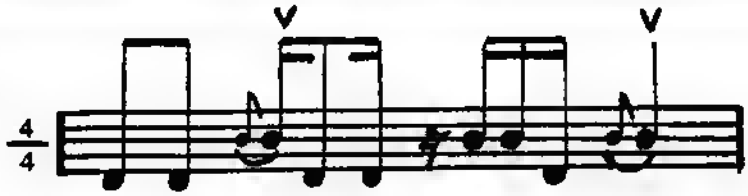

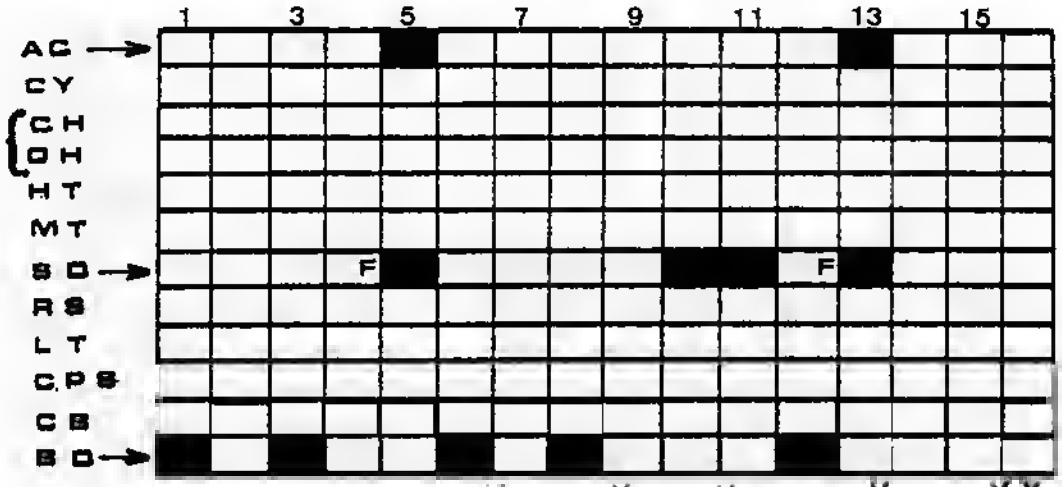

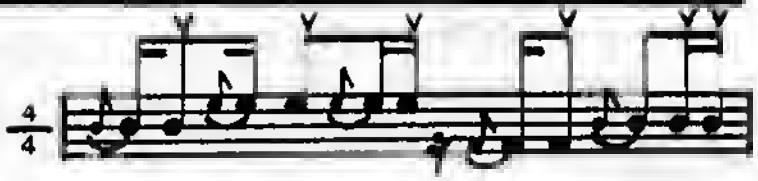

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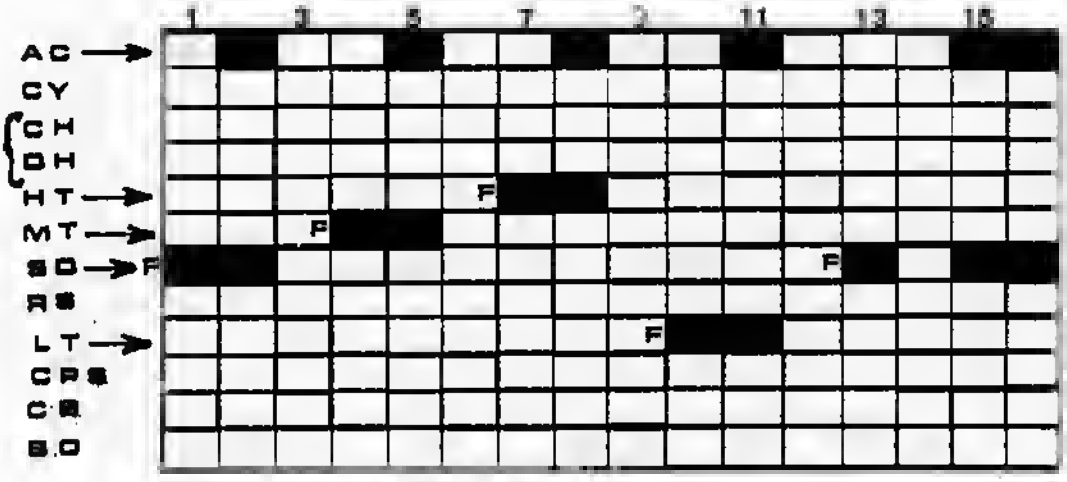

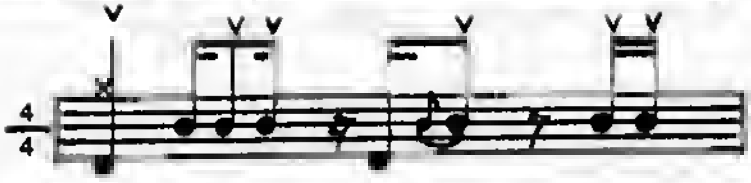

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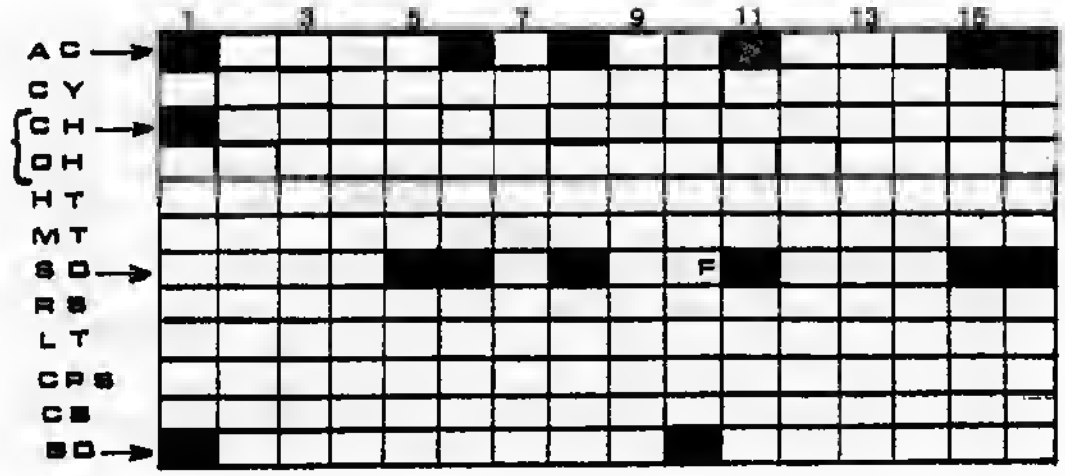

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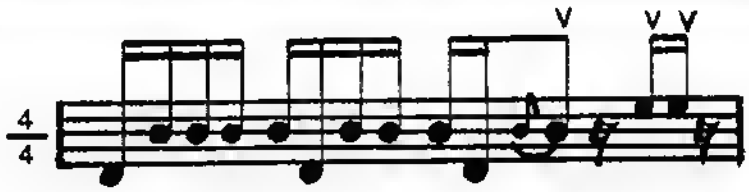

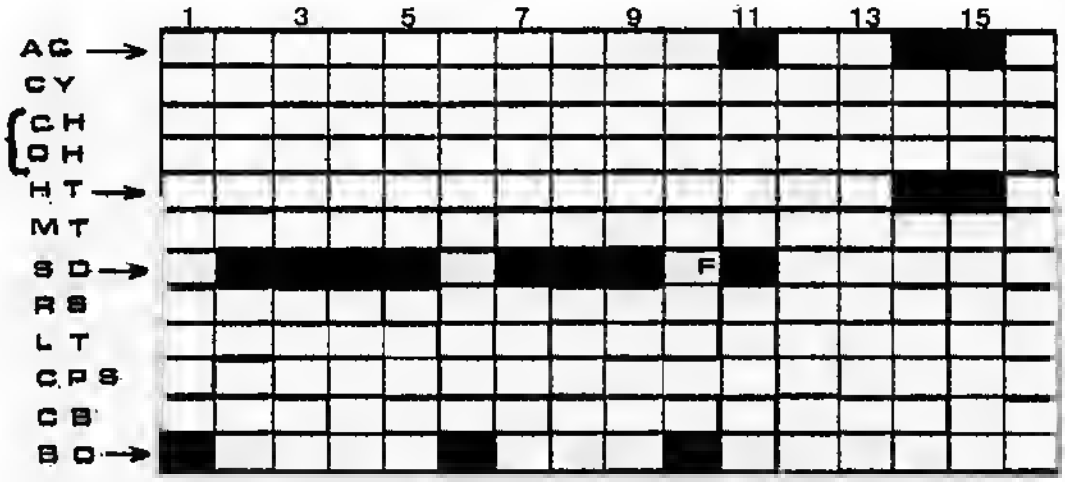

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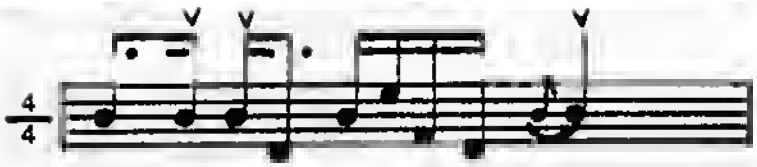

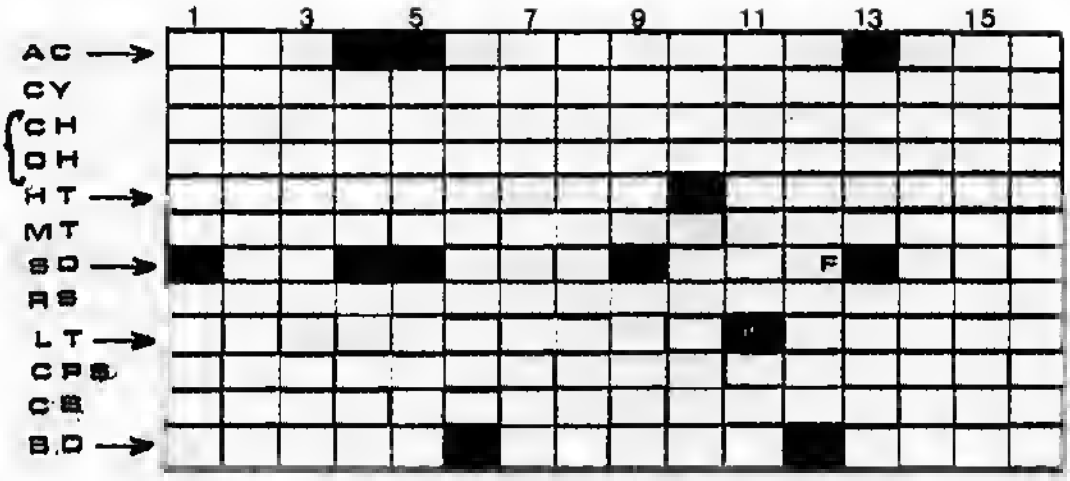

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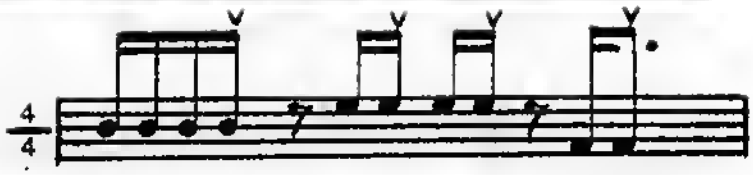

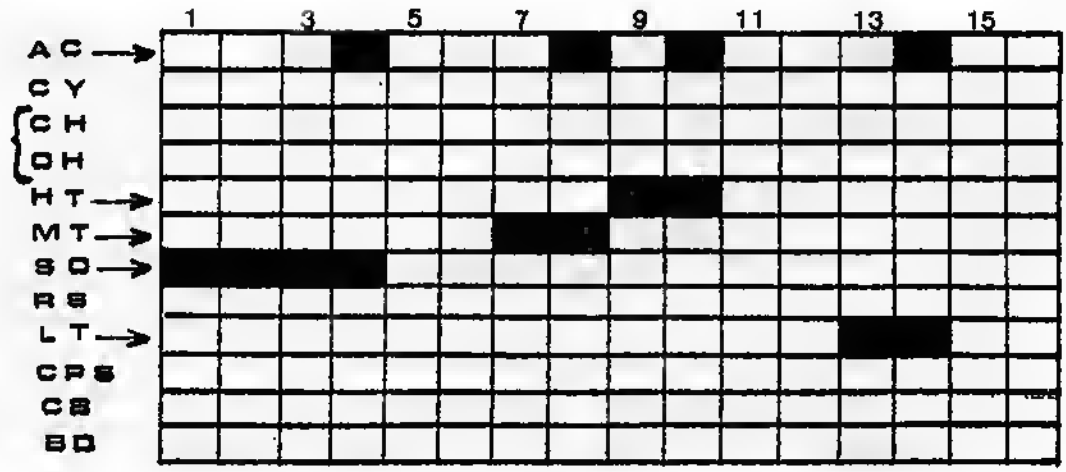

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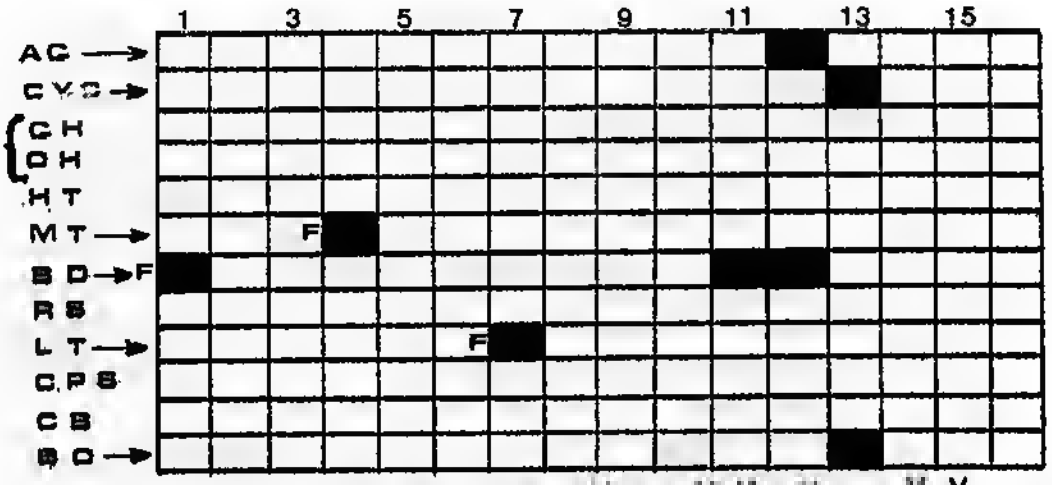

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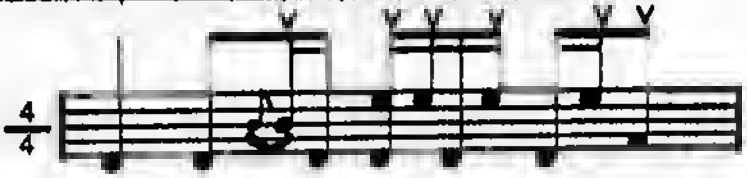

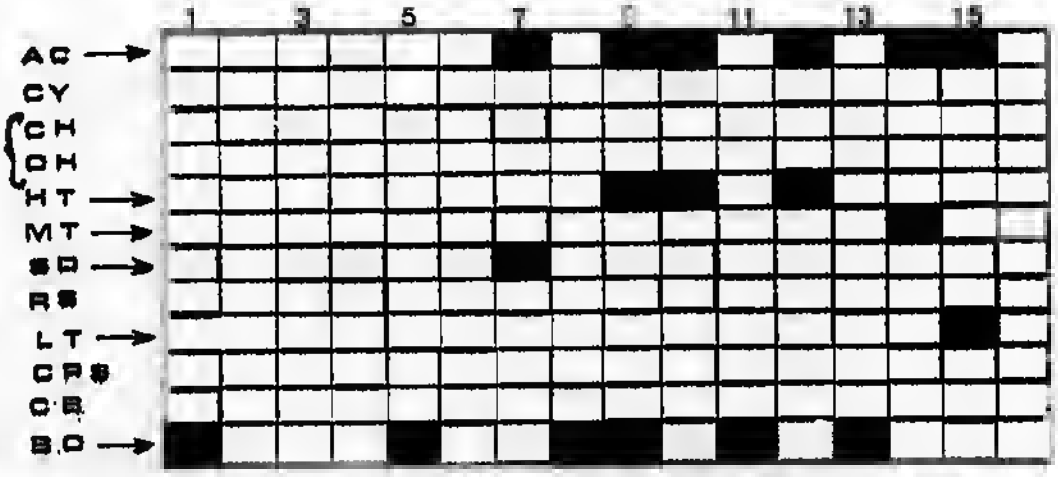

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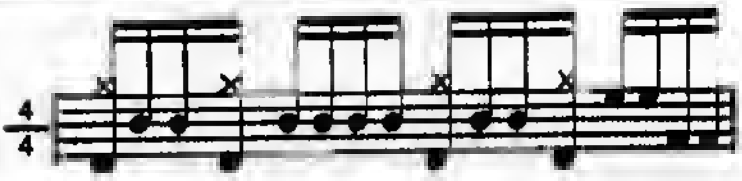

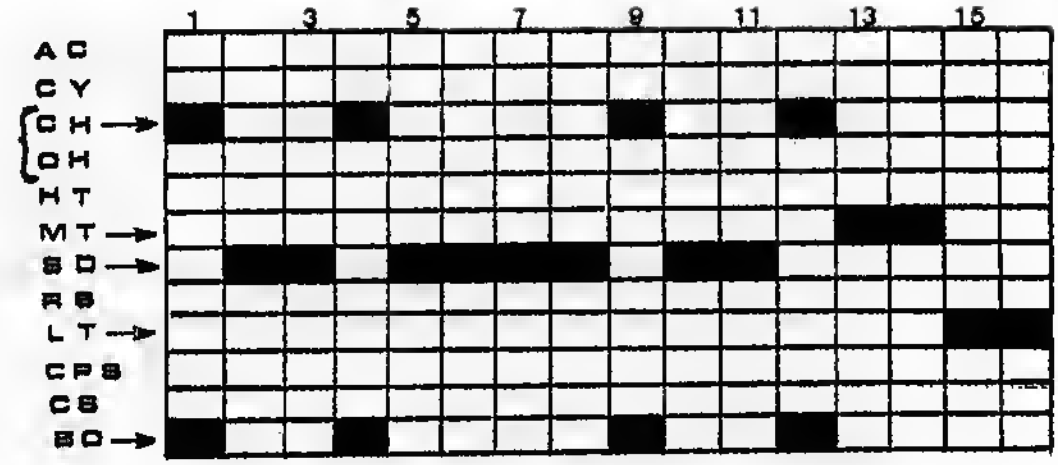

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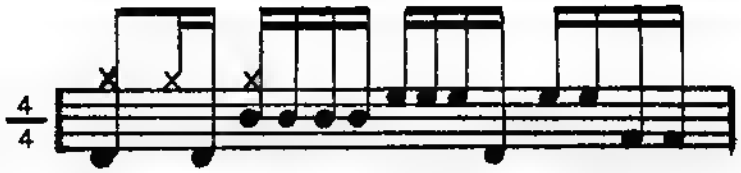

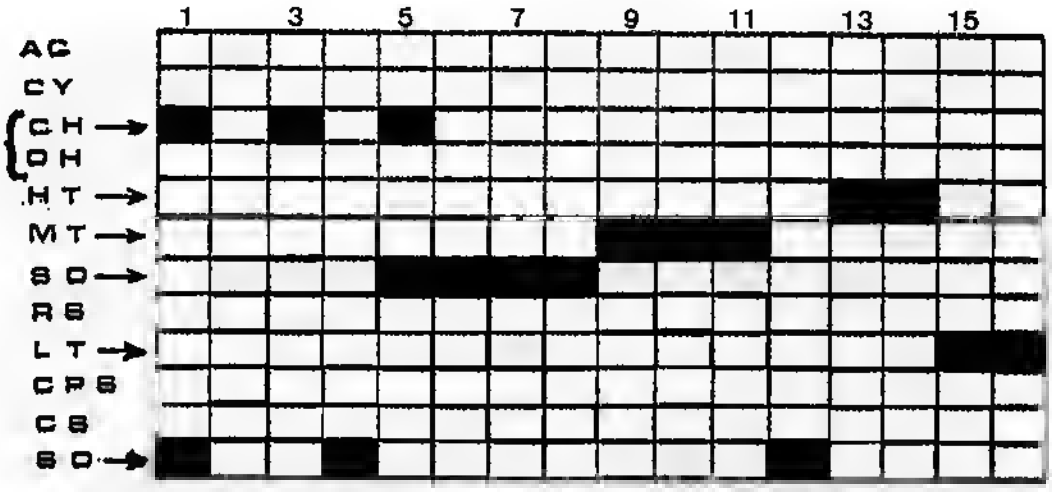

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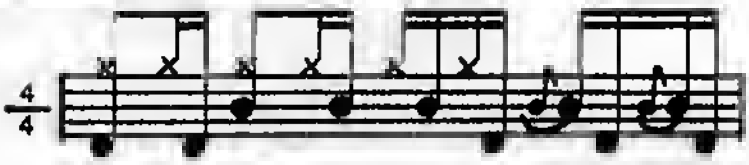

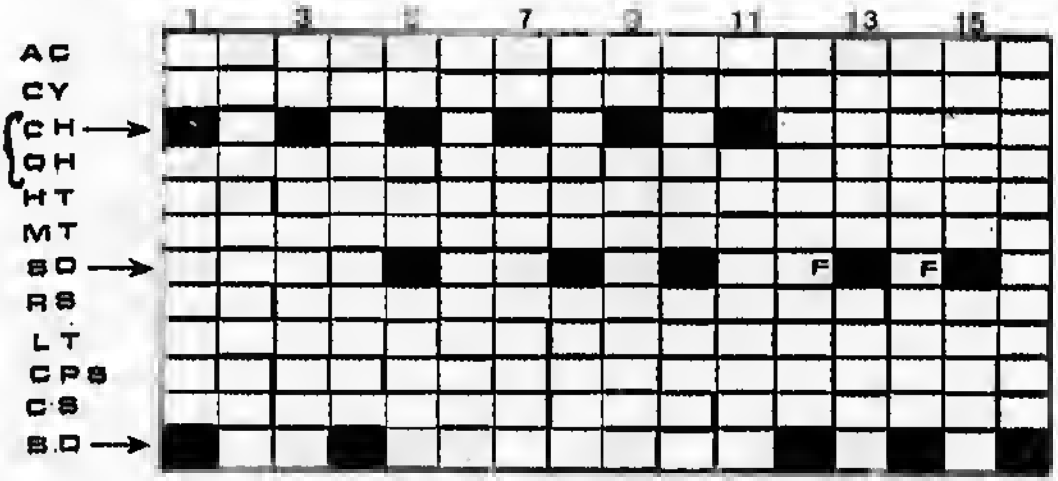

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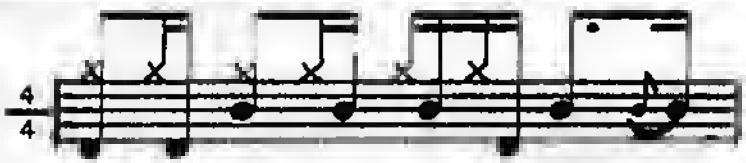

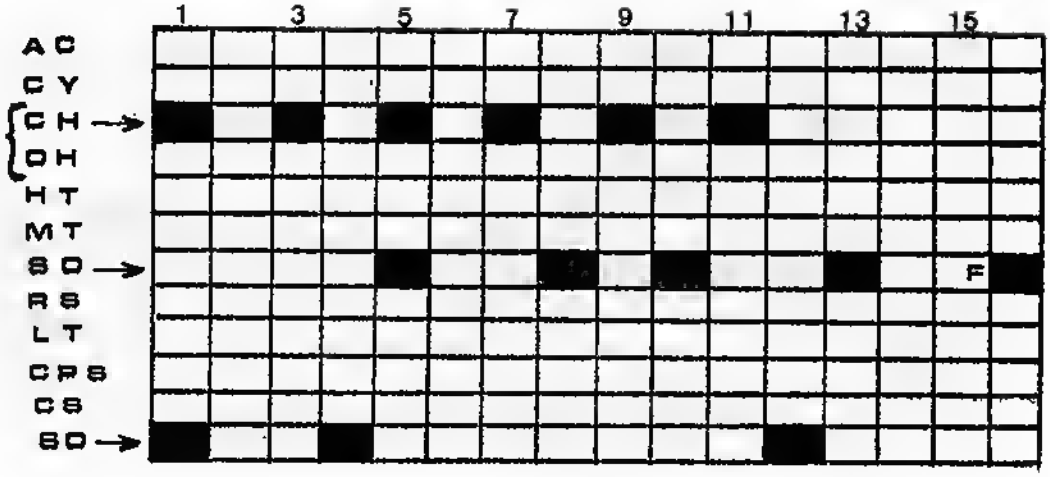

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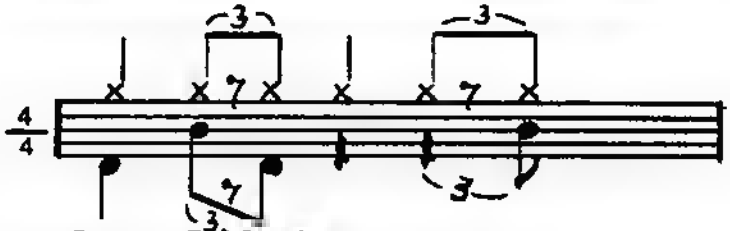

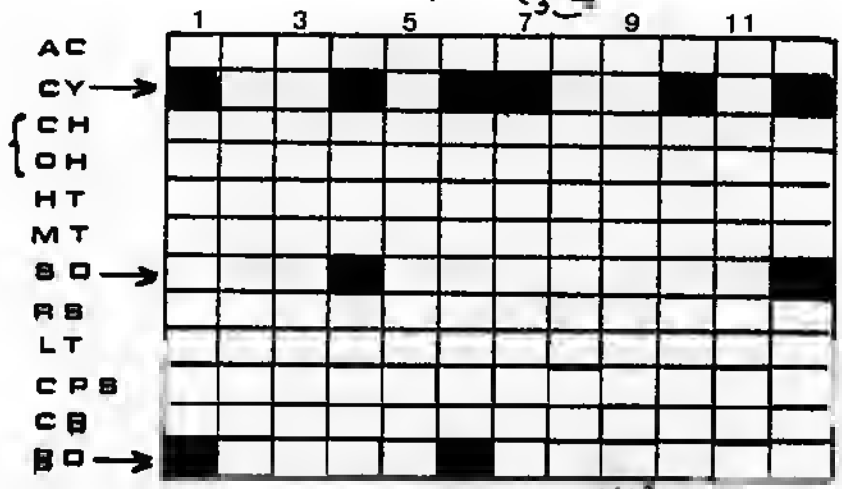

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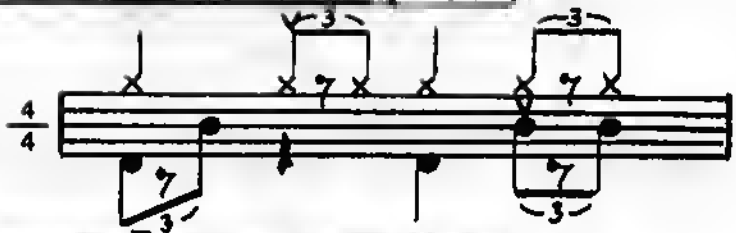

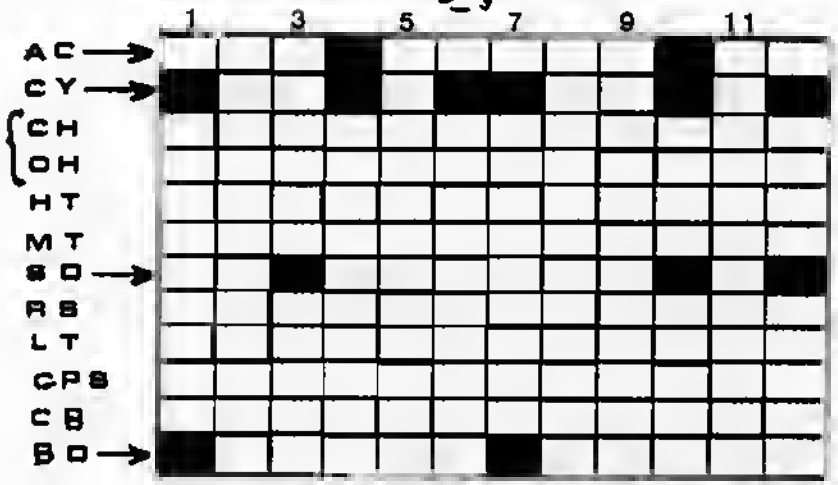

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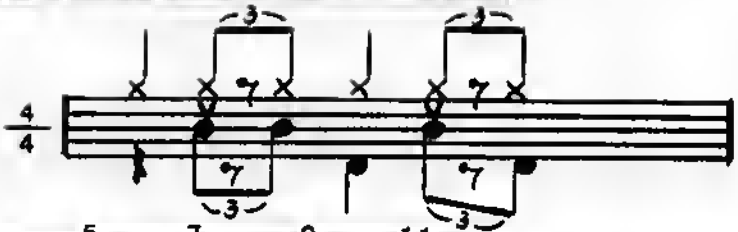

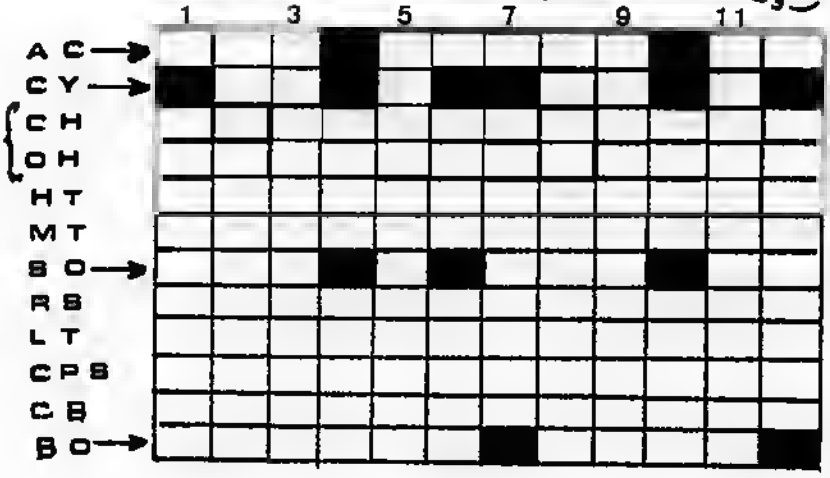

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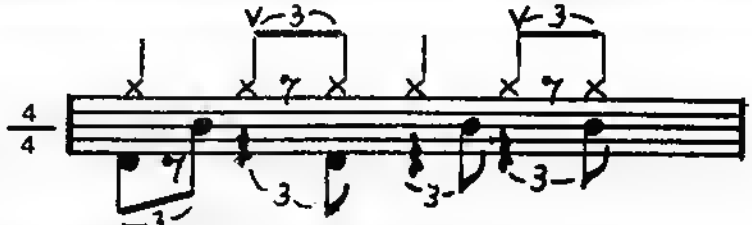

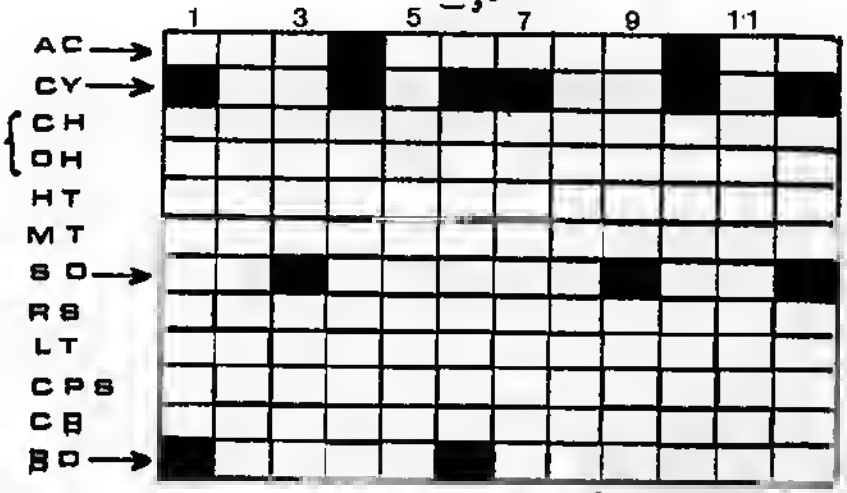

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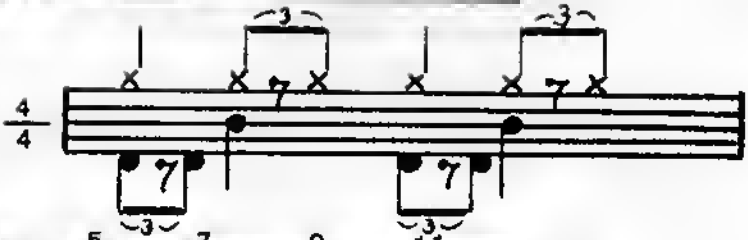

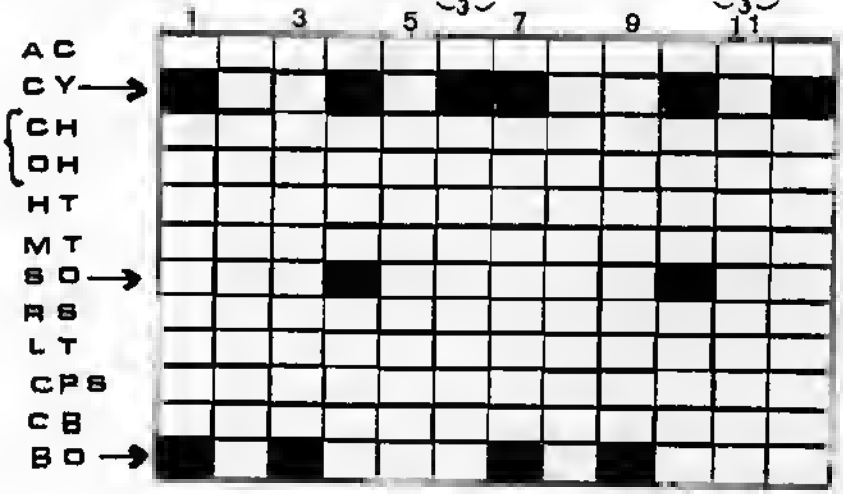

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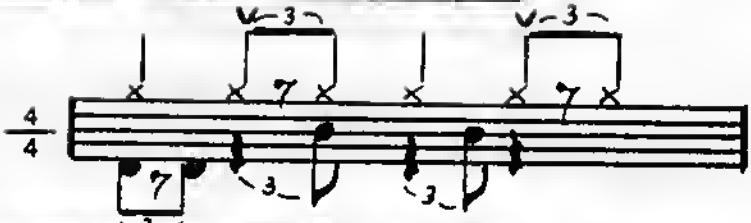

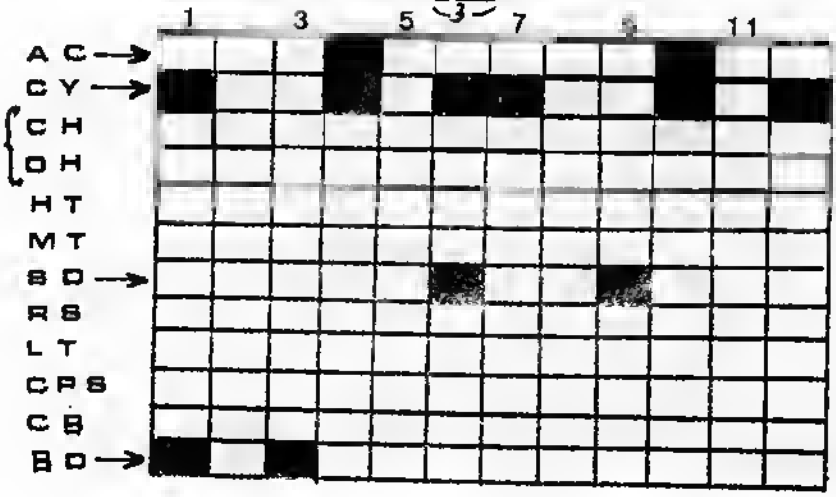

JAZZ

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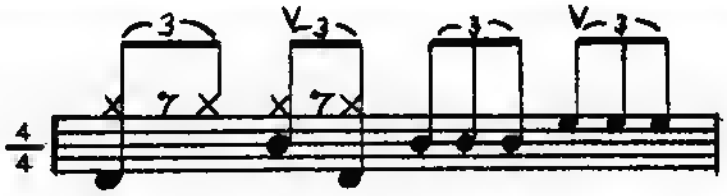

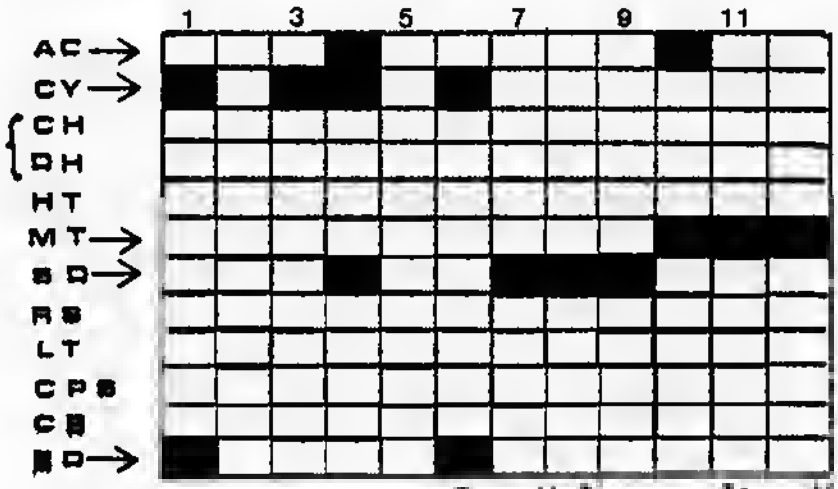

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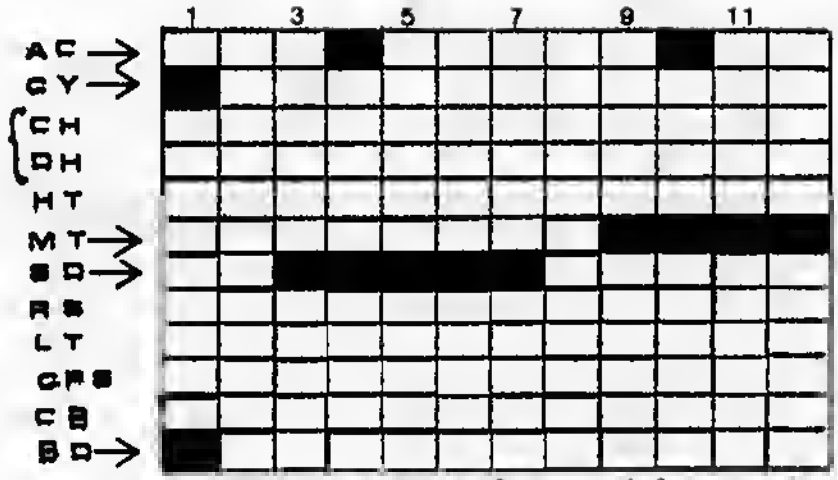

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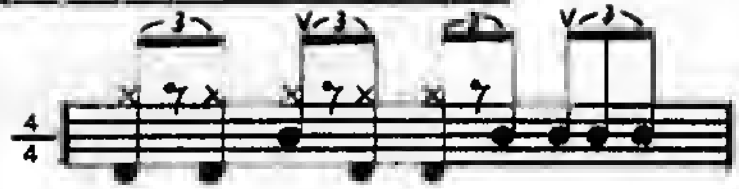

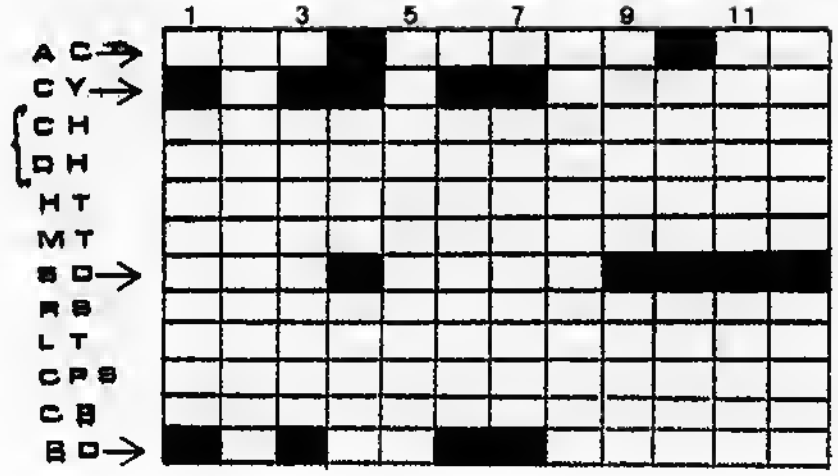

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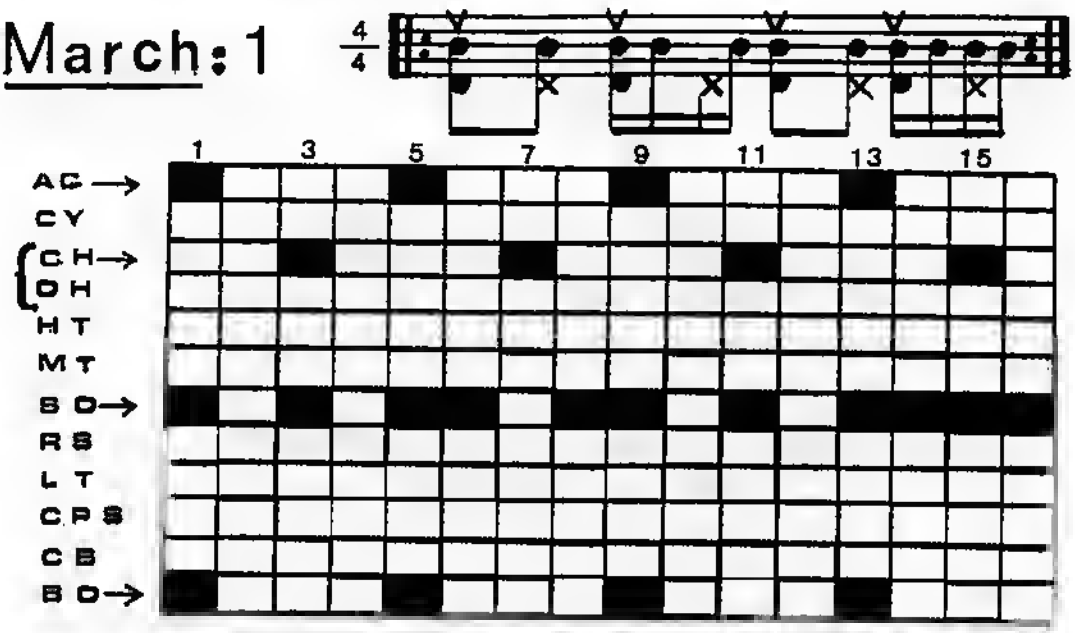

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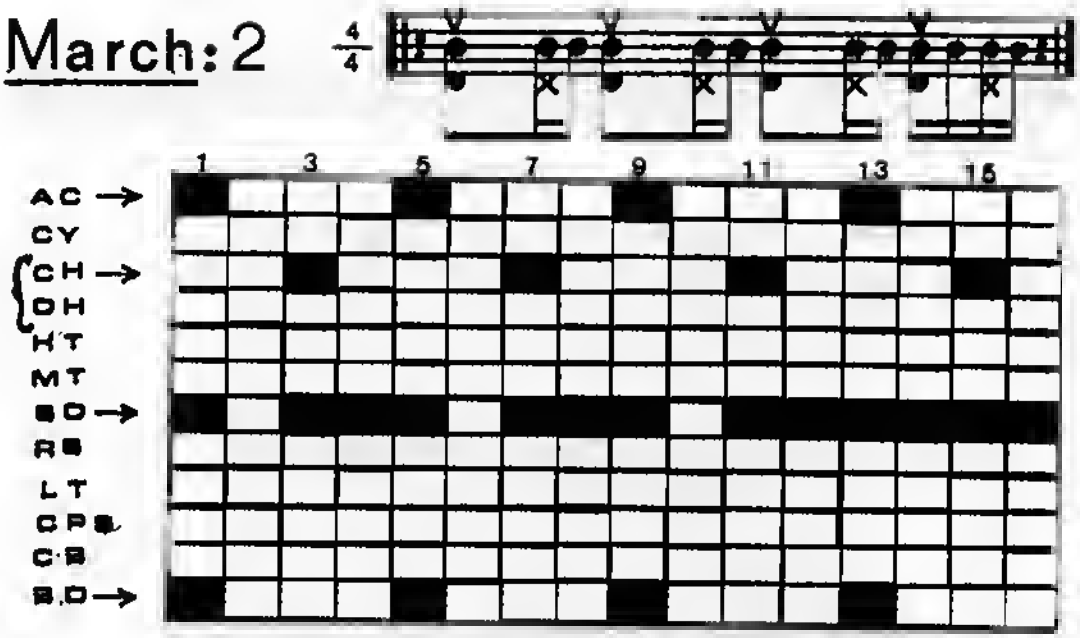

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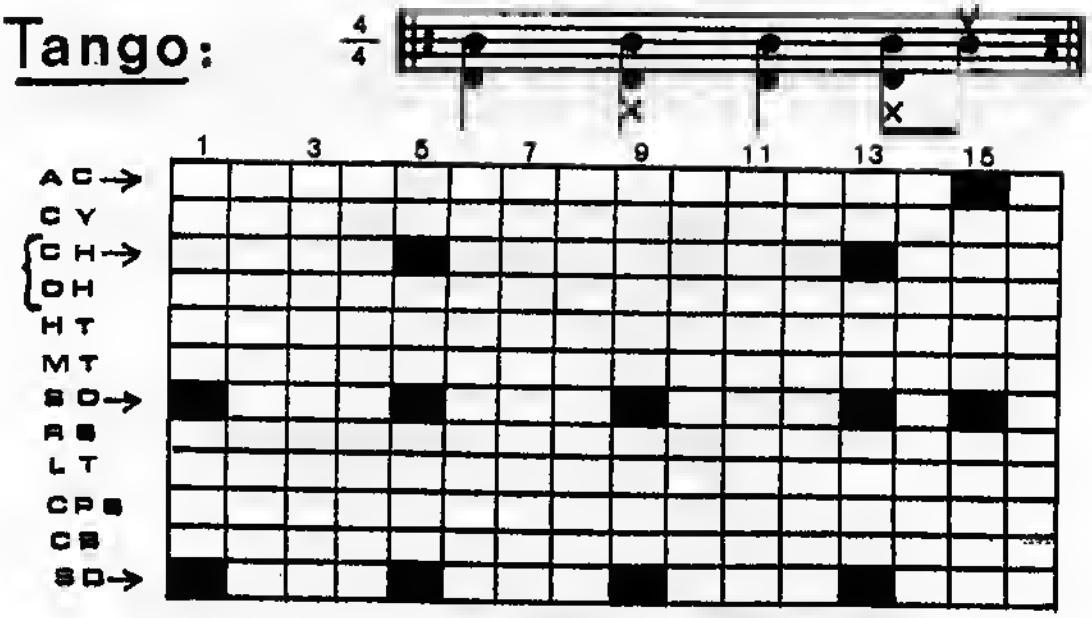

MARCH

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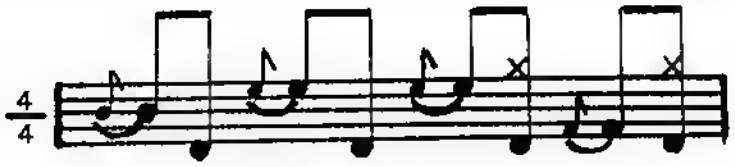

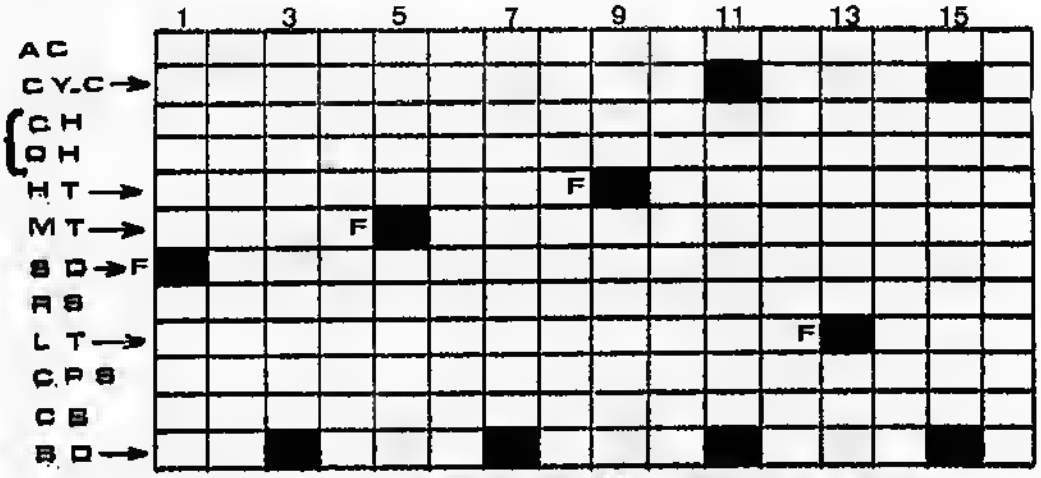

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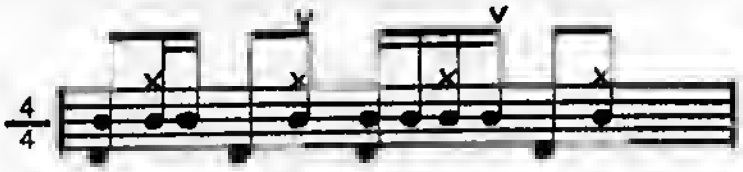

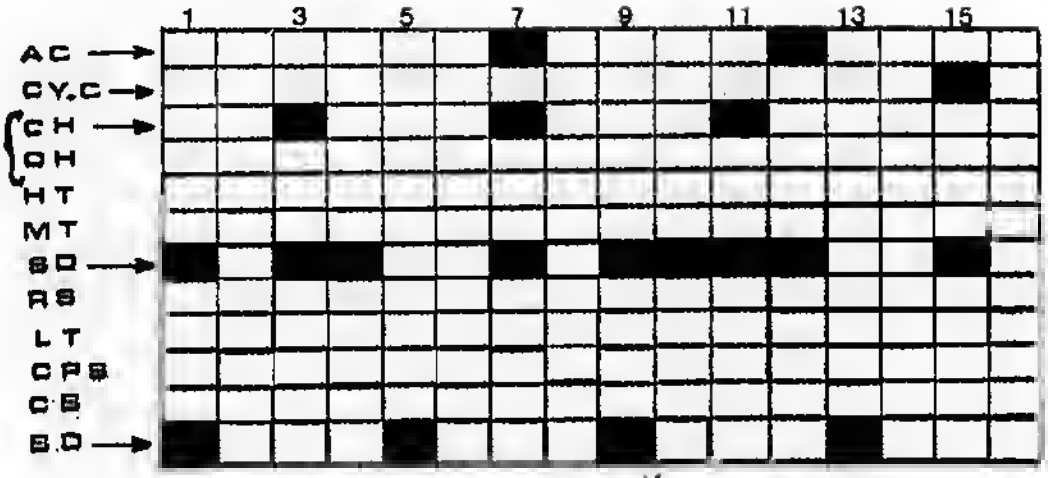

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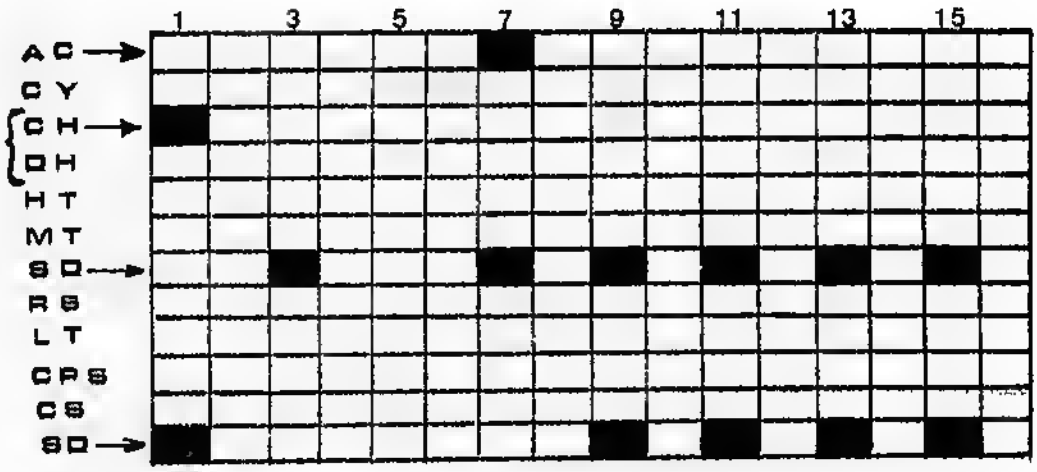

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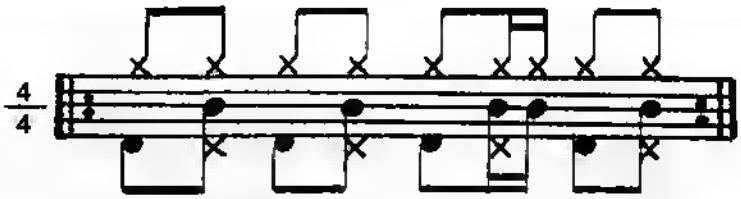

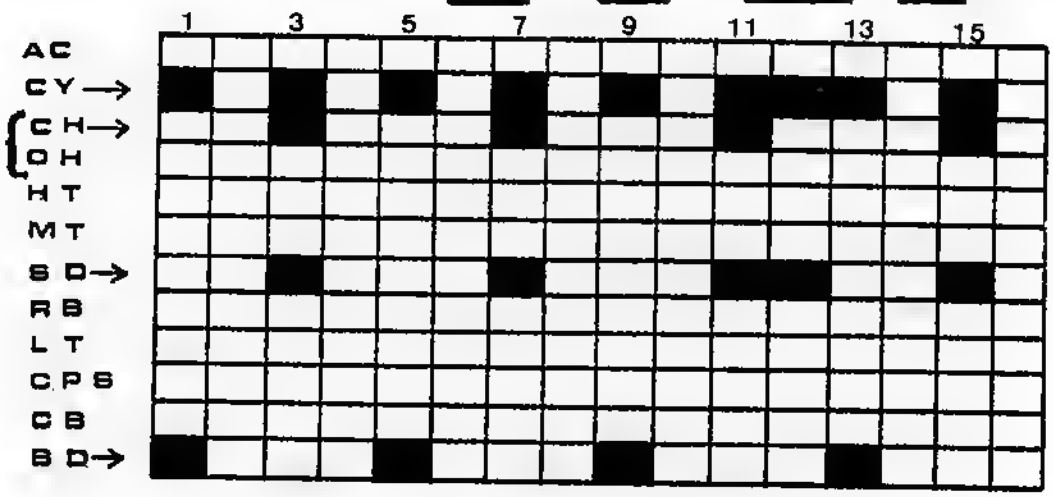

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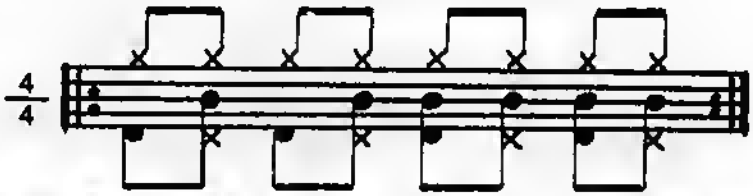
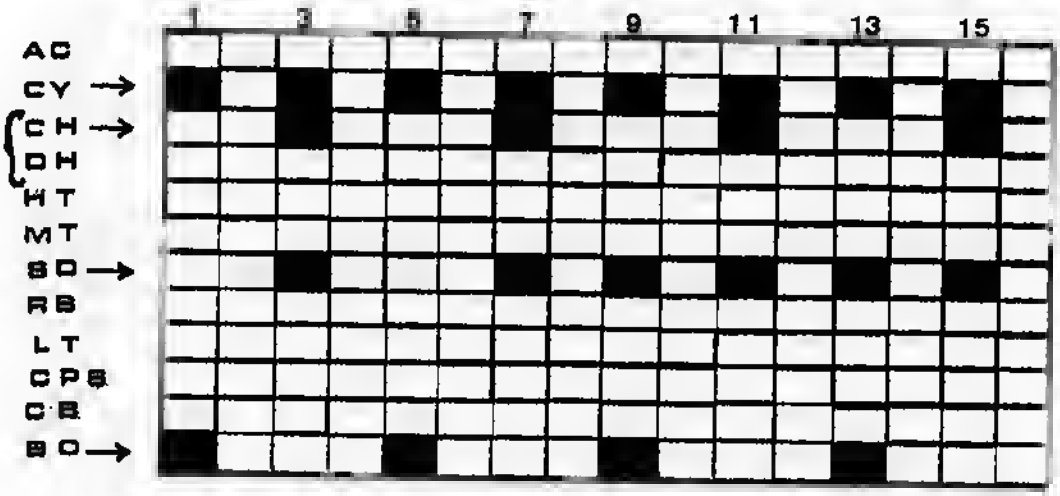
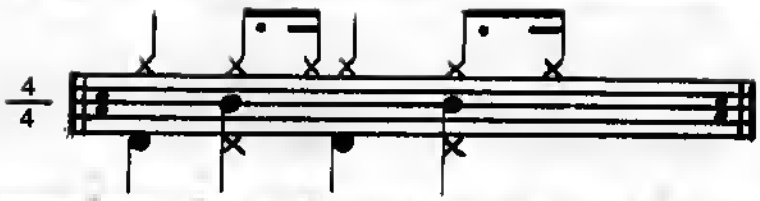
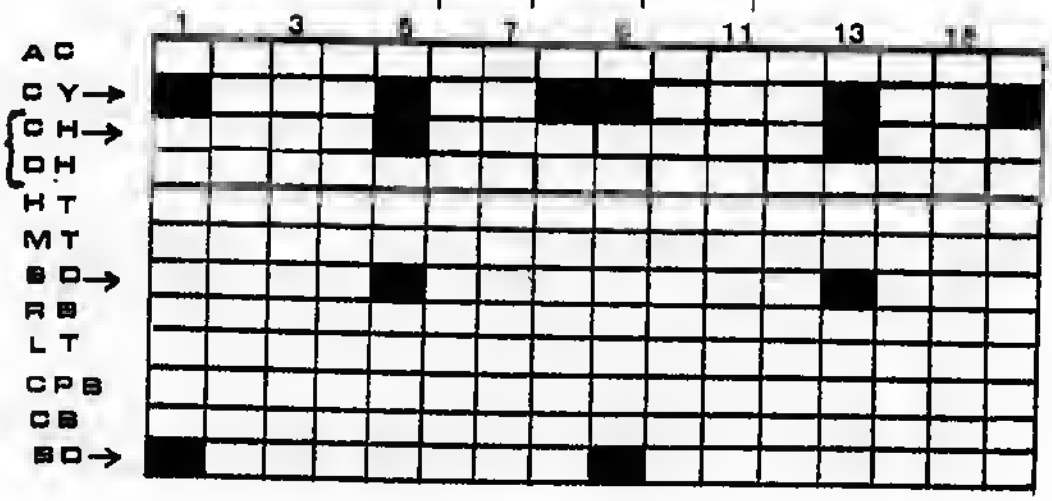




Charleston:





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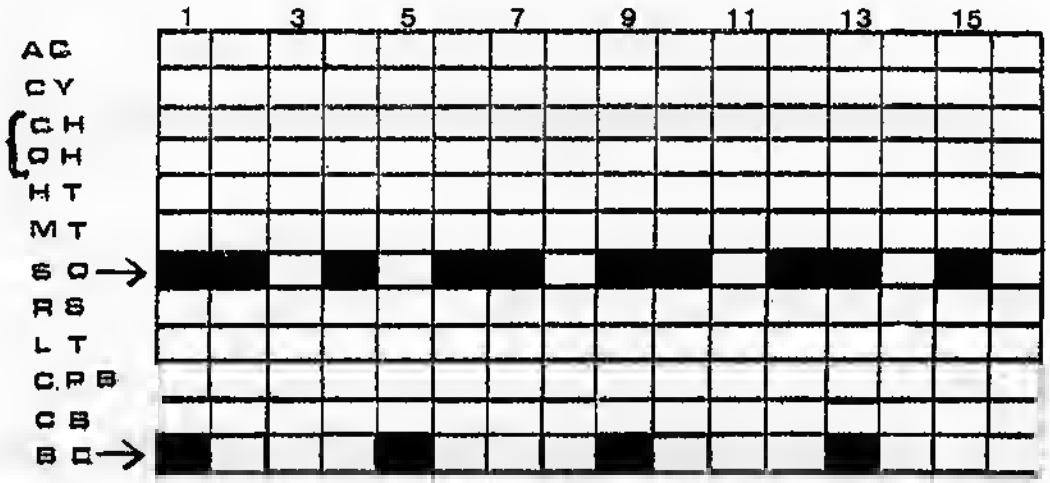

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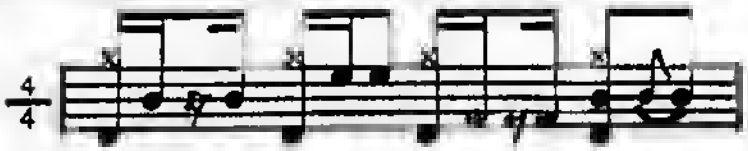

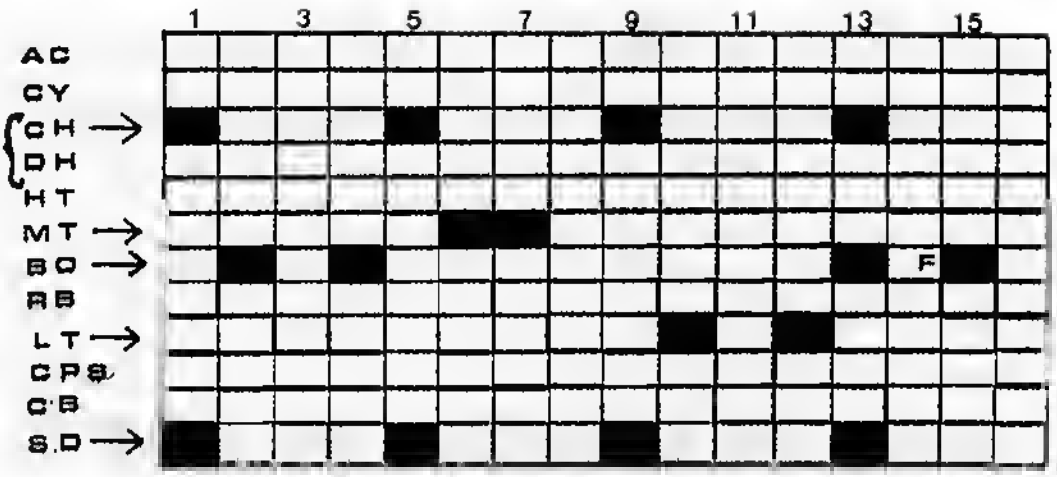

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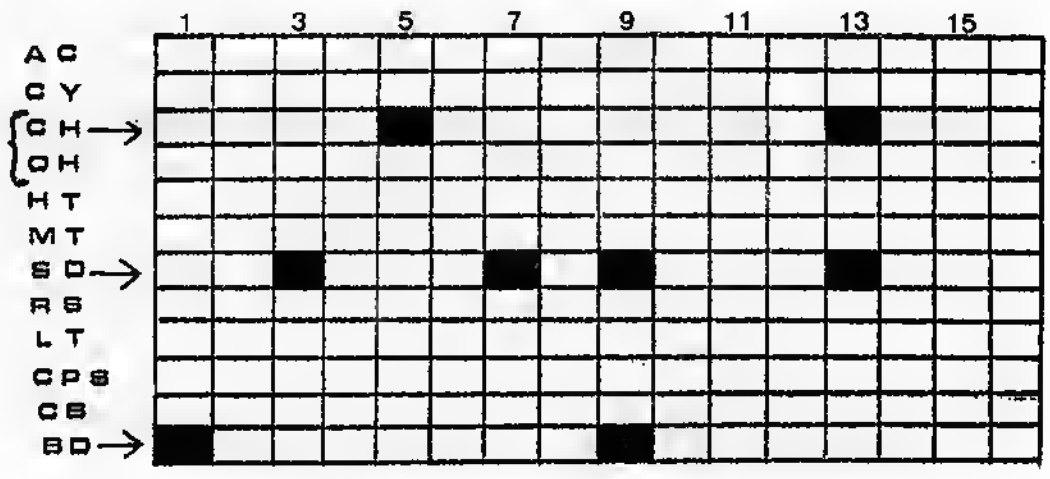

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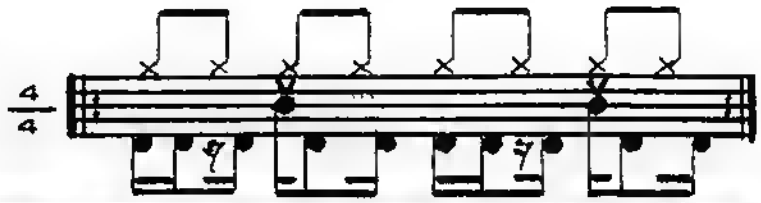

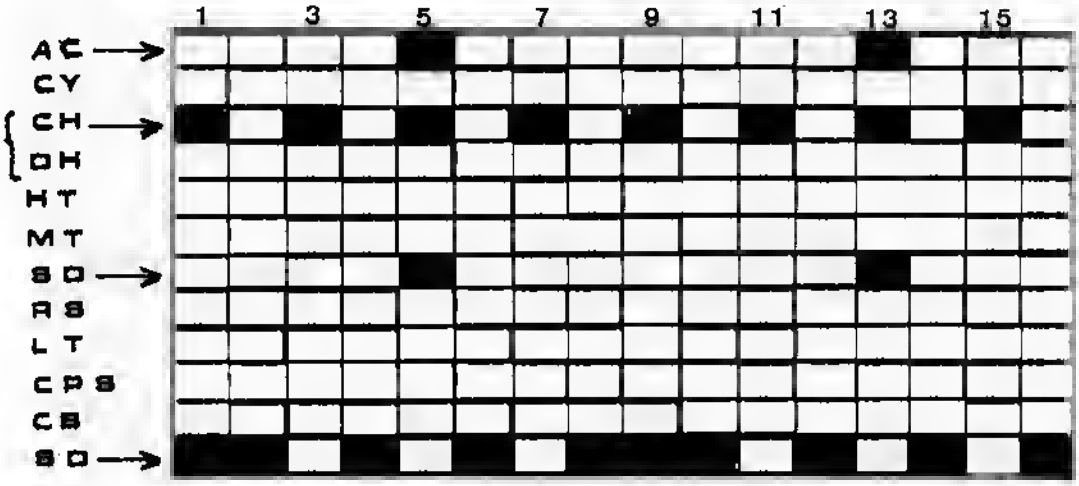

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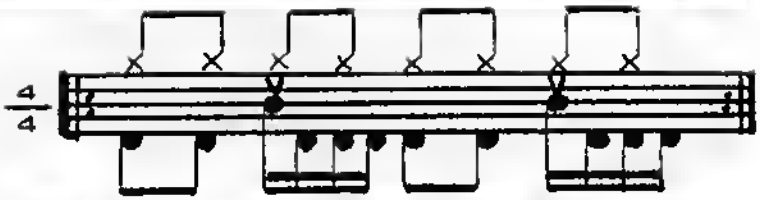

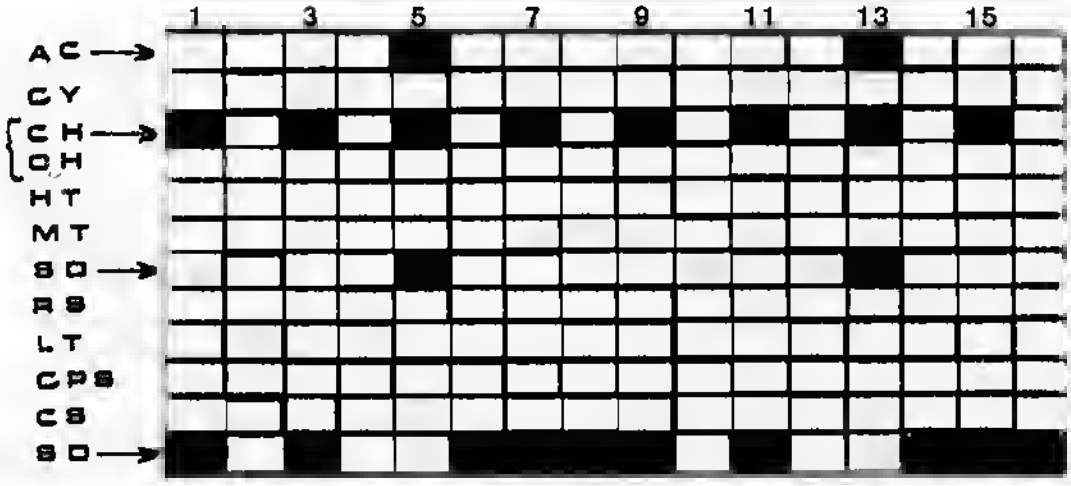

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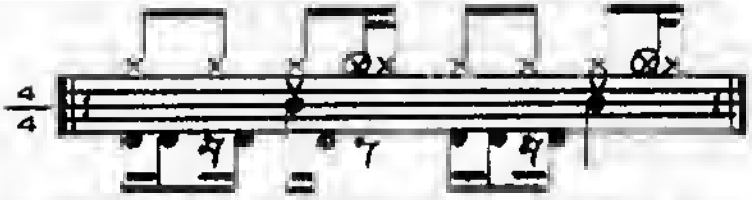

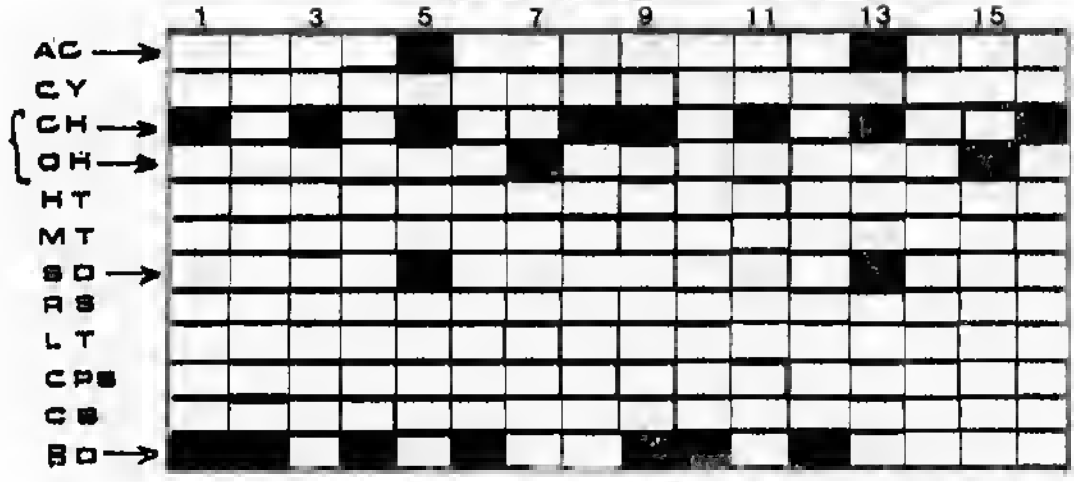

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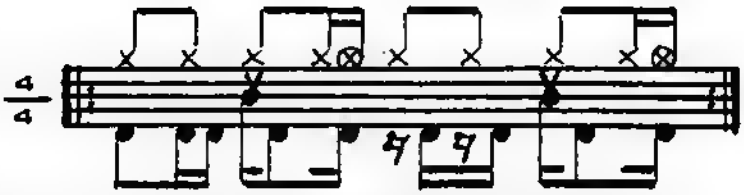

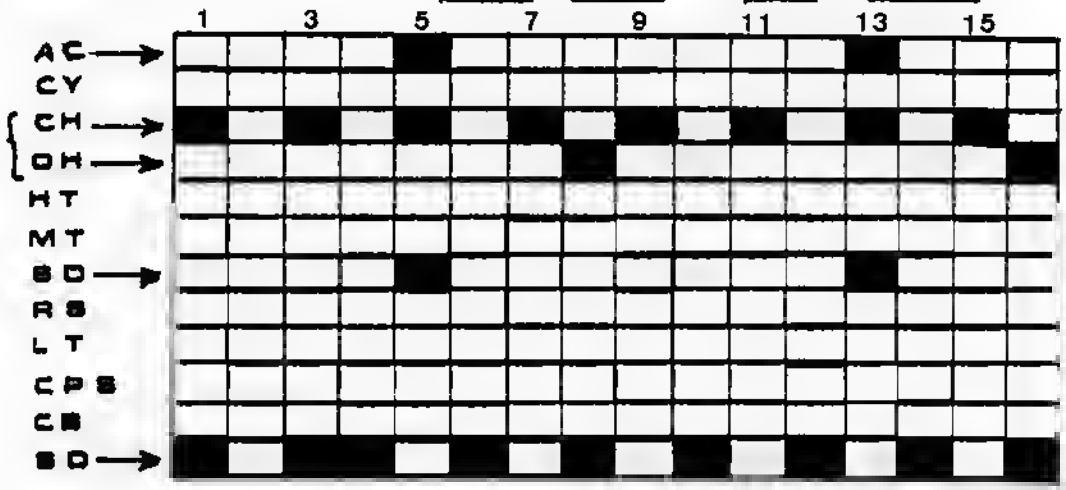

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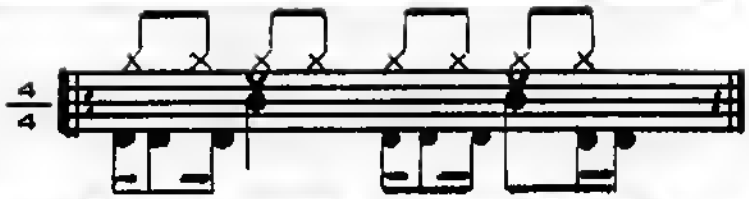

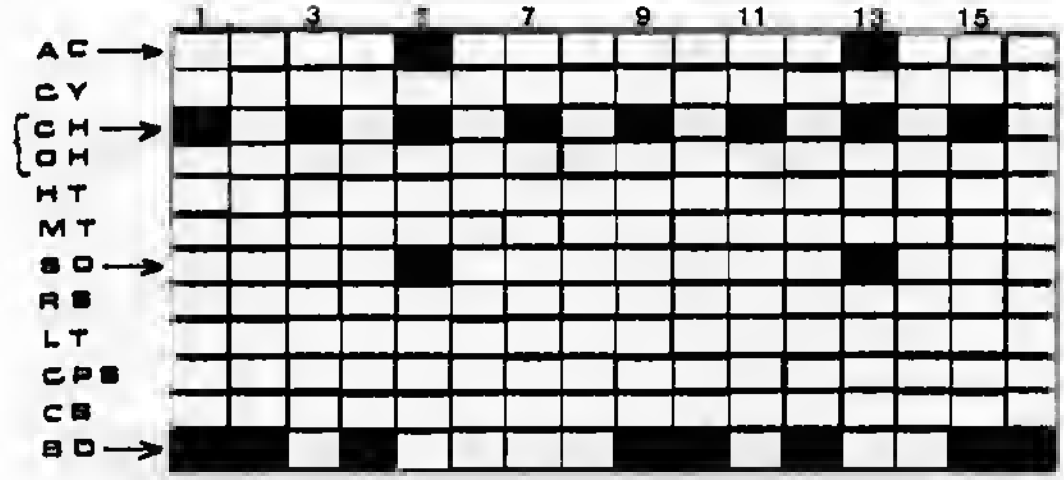

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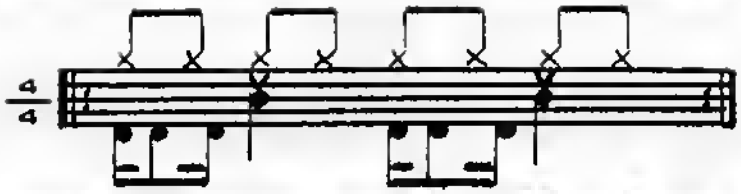

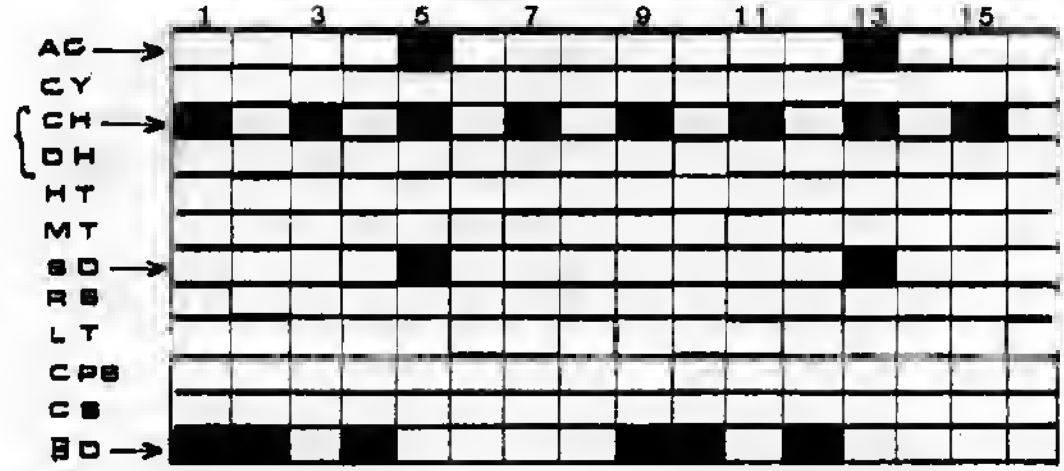

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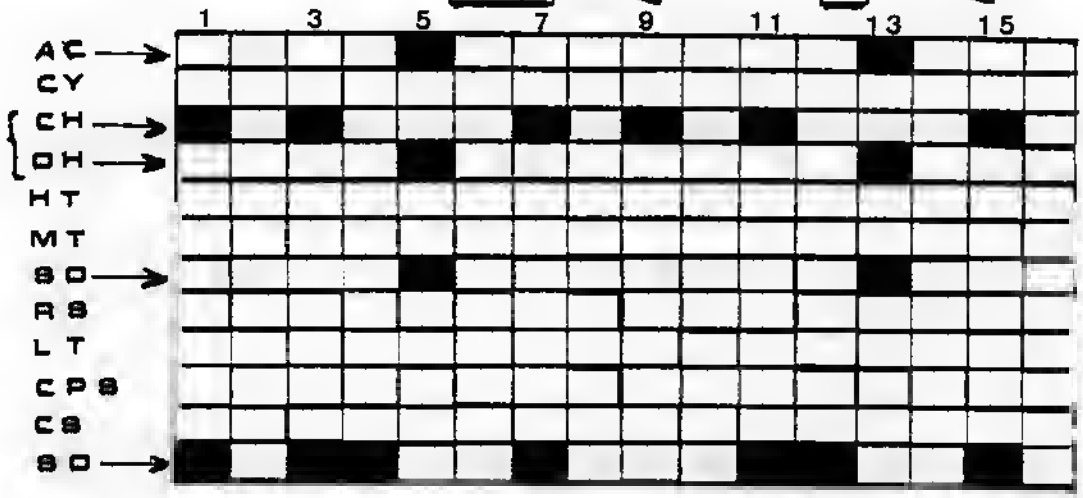

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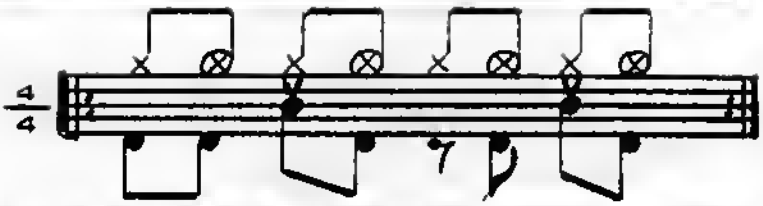

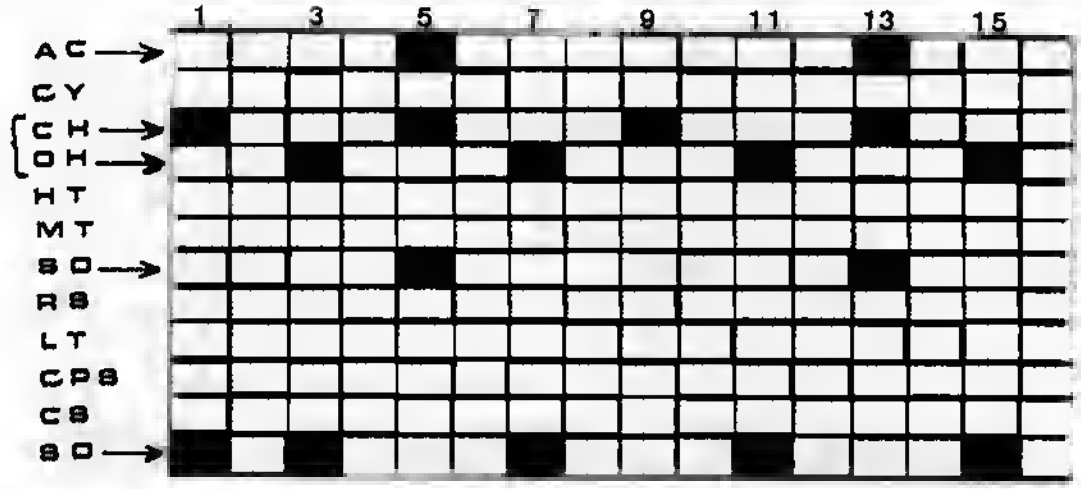

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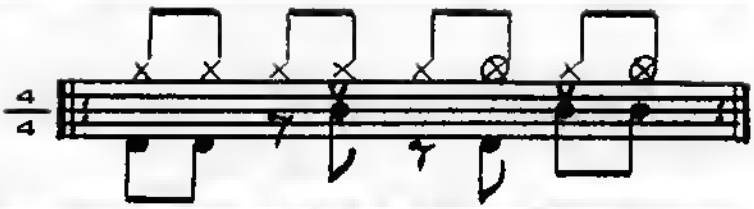

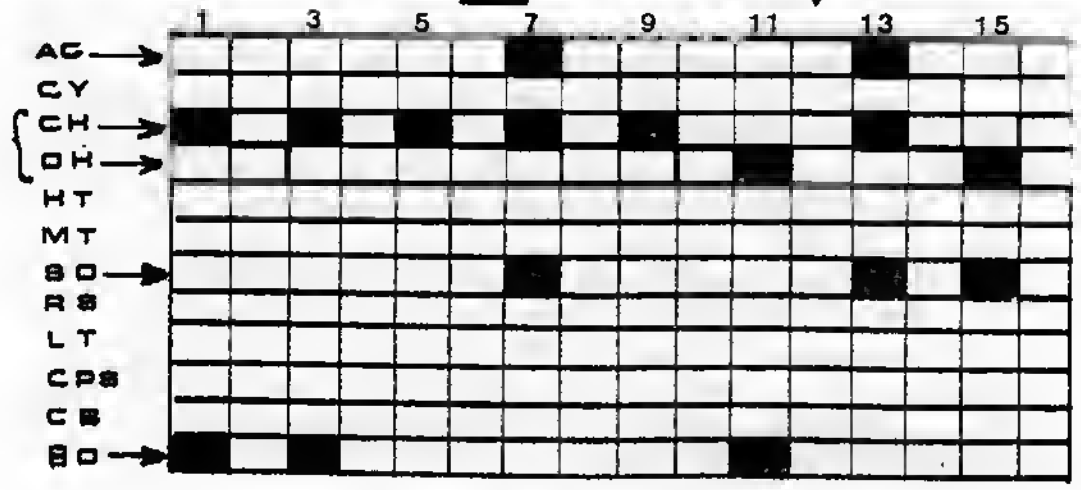

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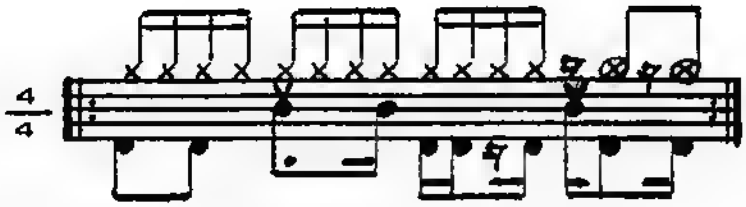

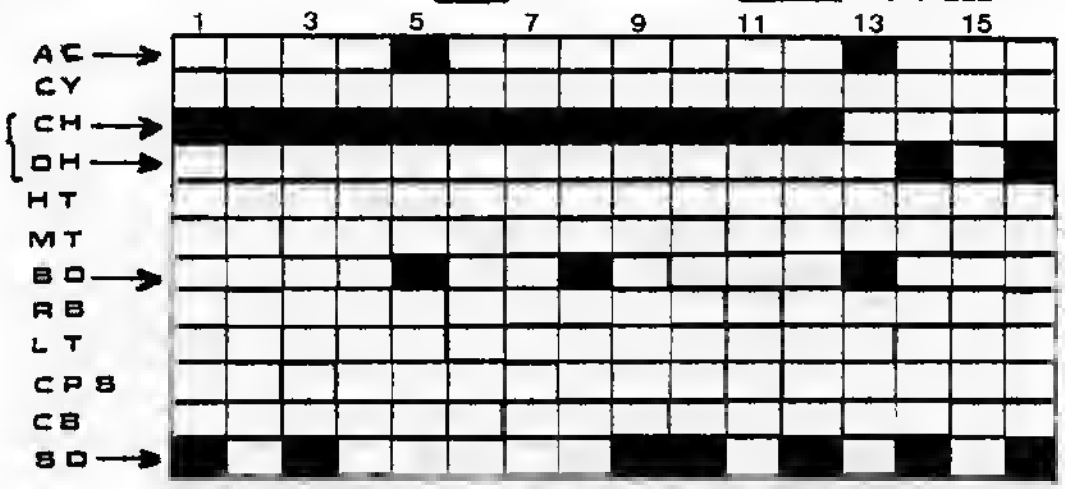

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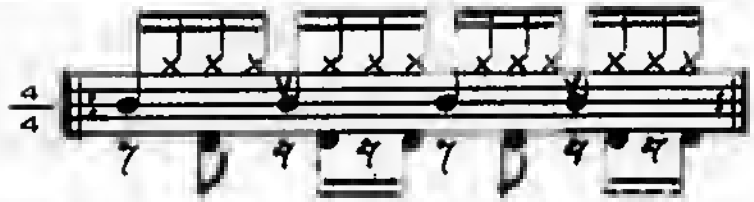

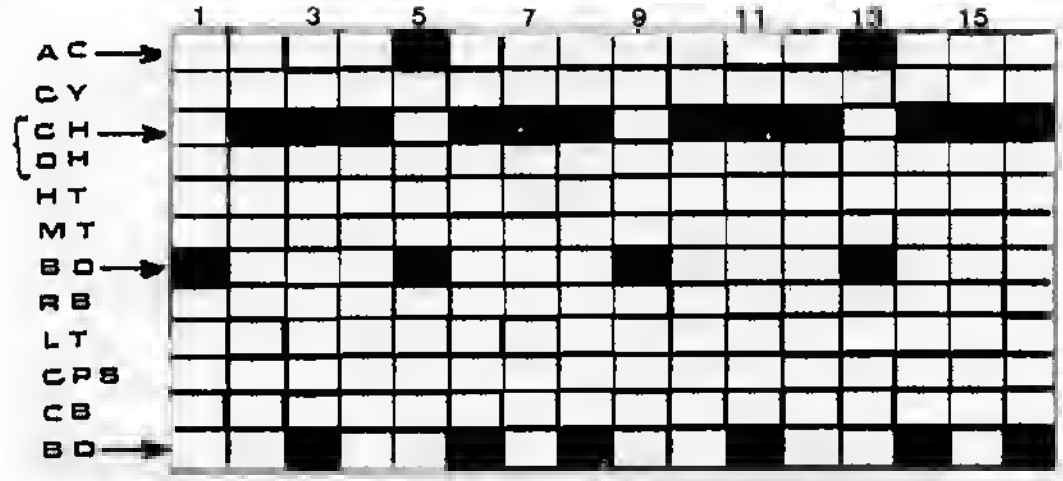

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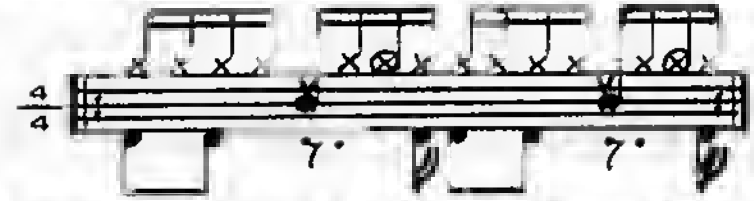

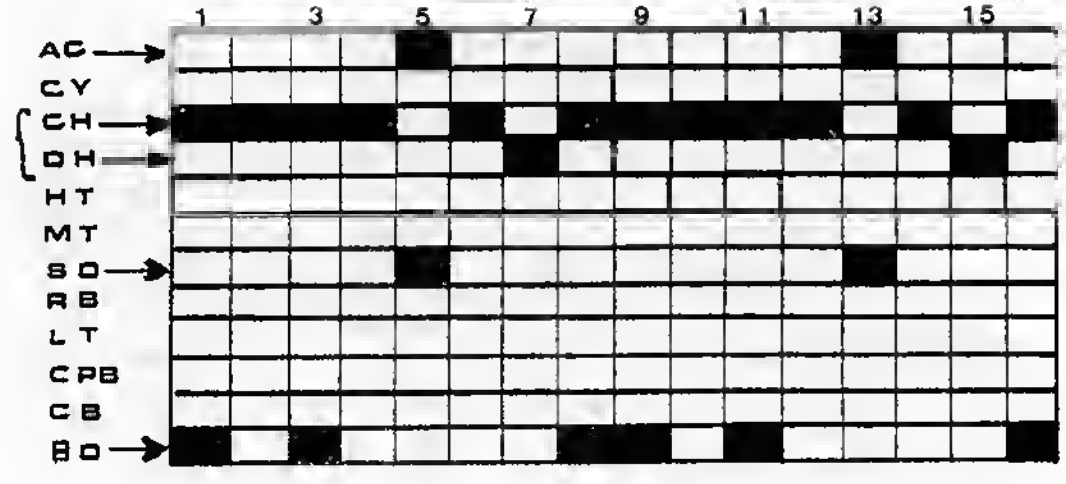

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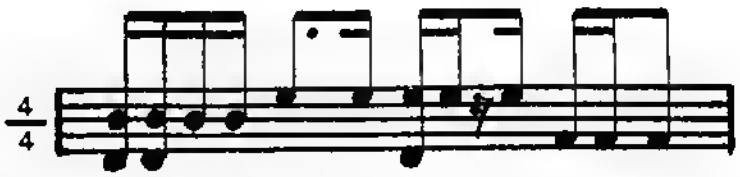

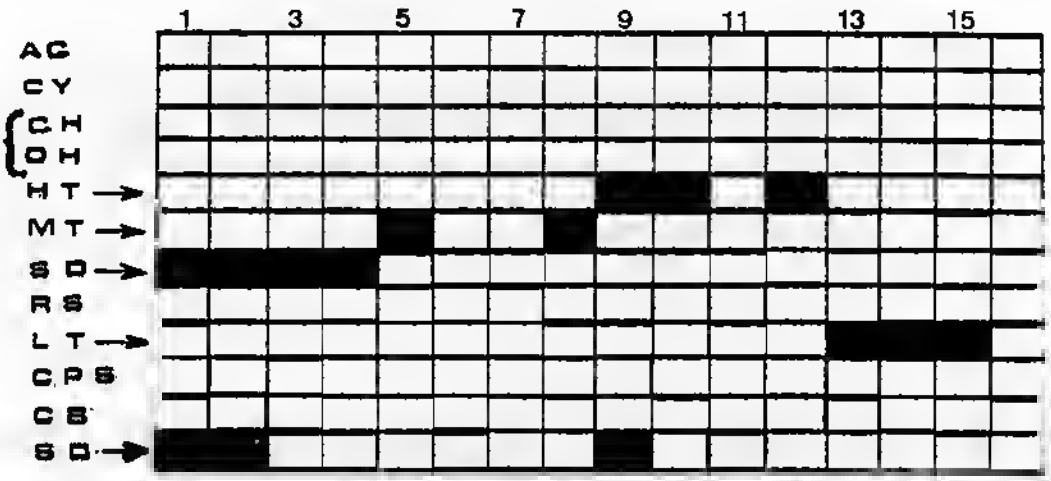

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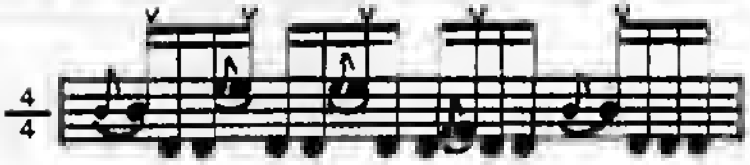

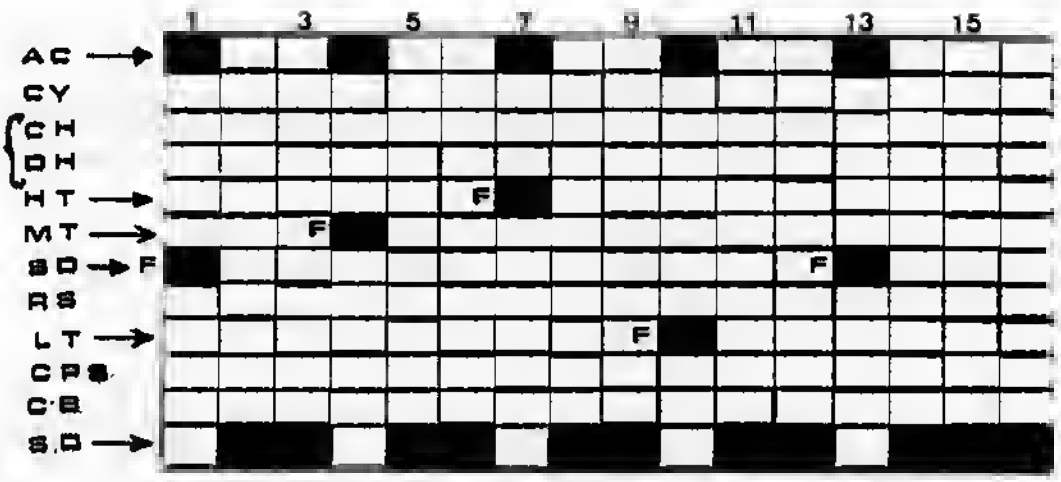

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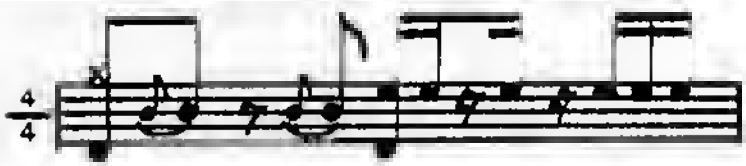

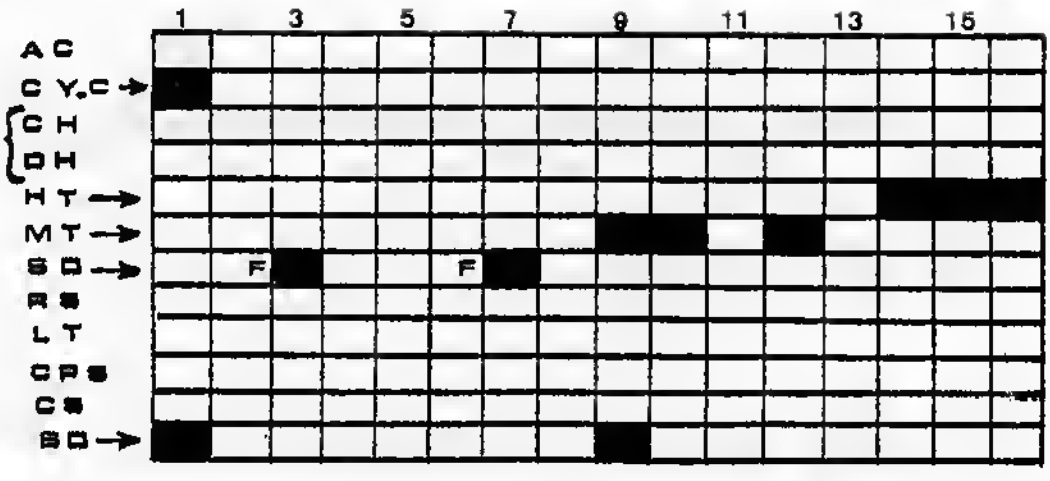

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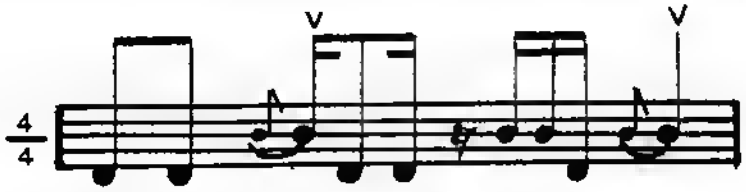

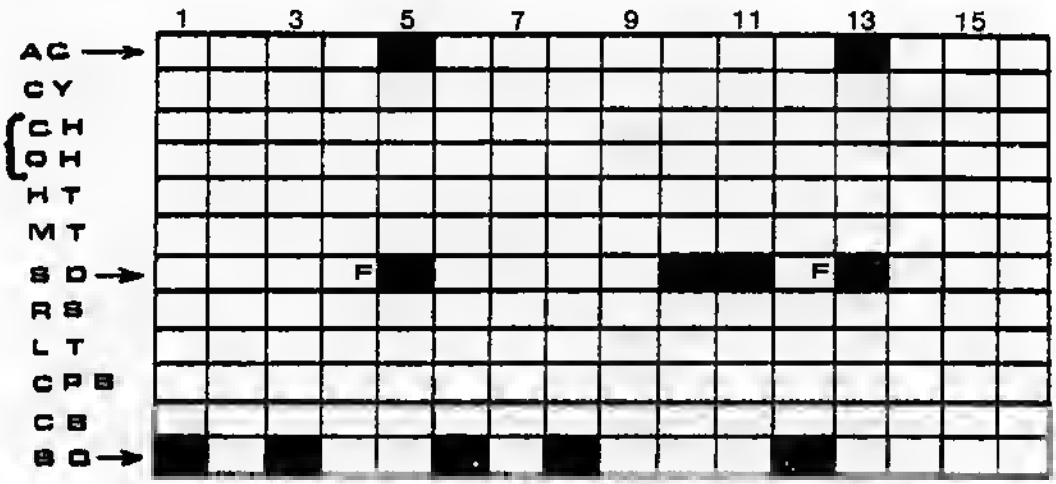

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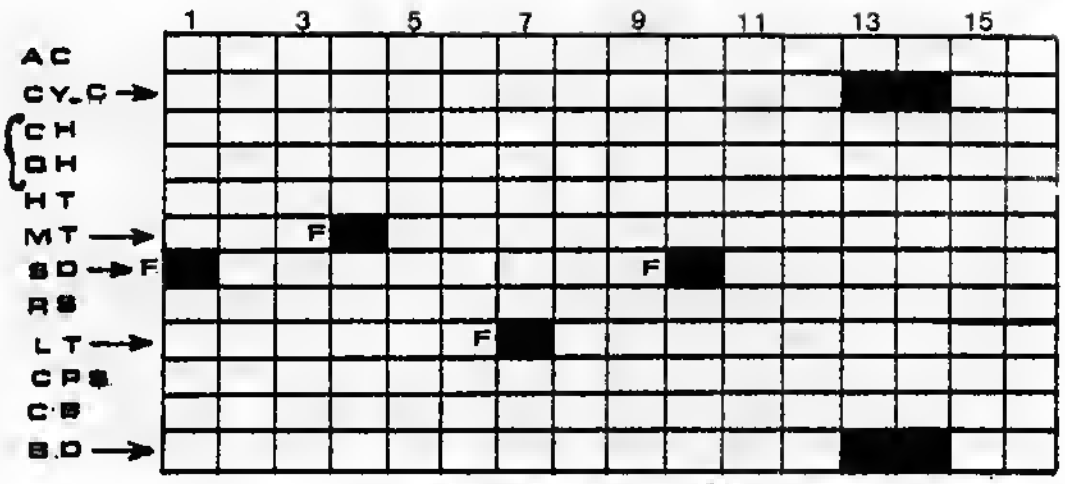

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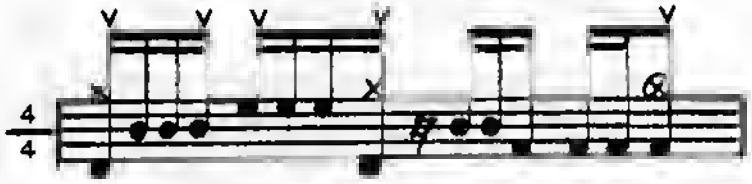

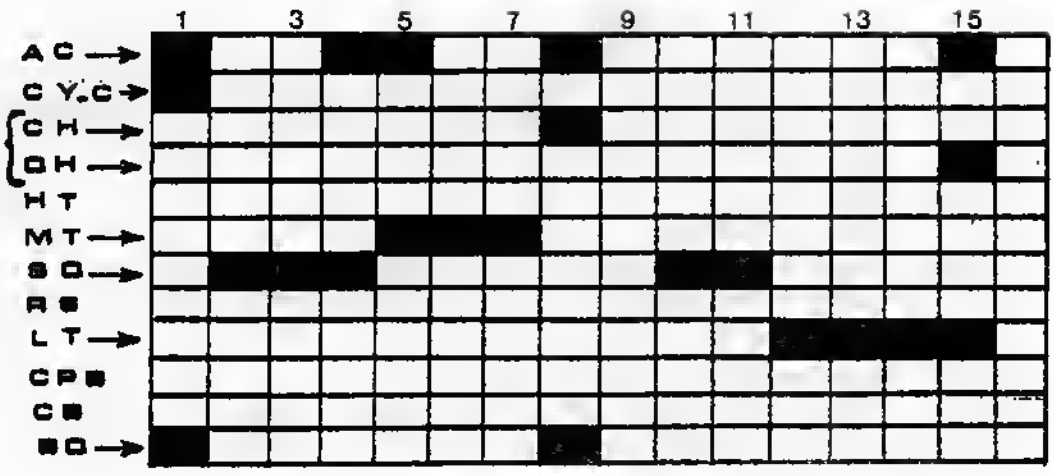

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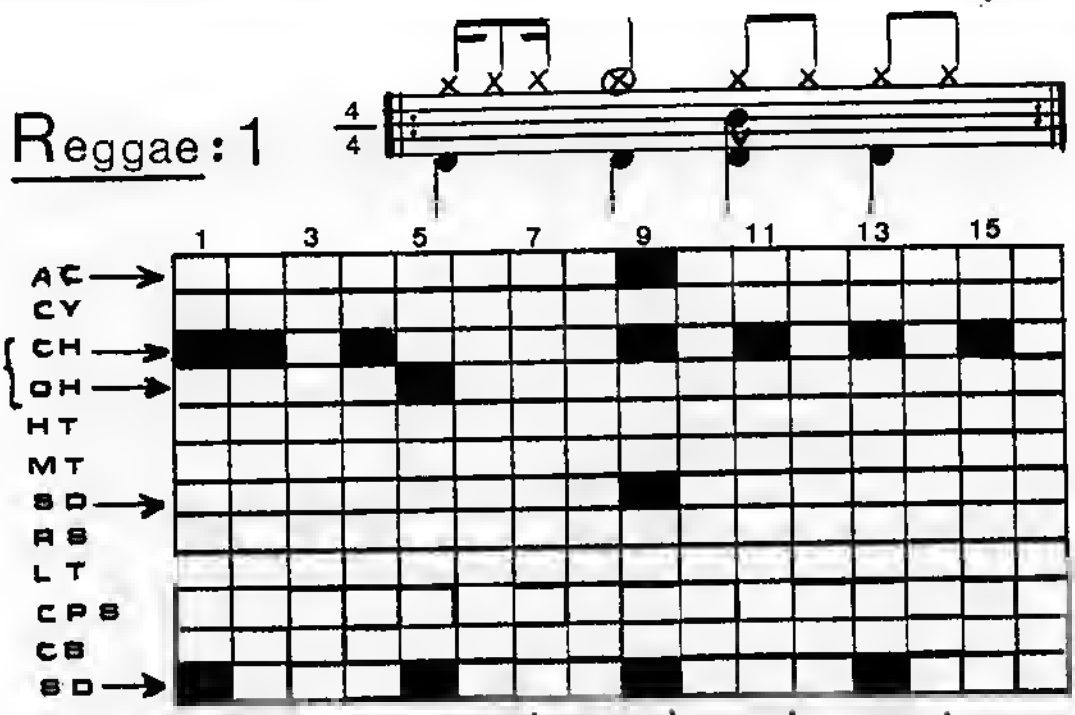

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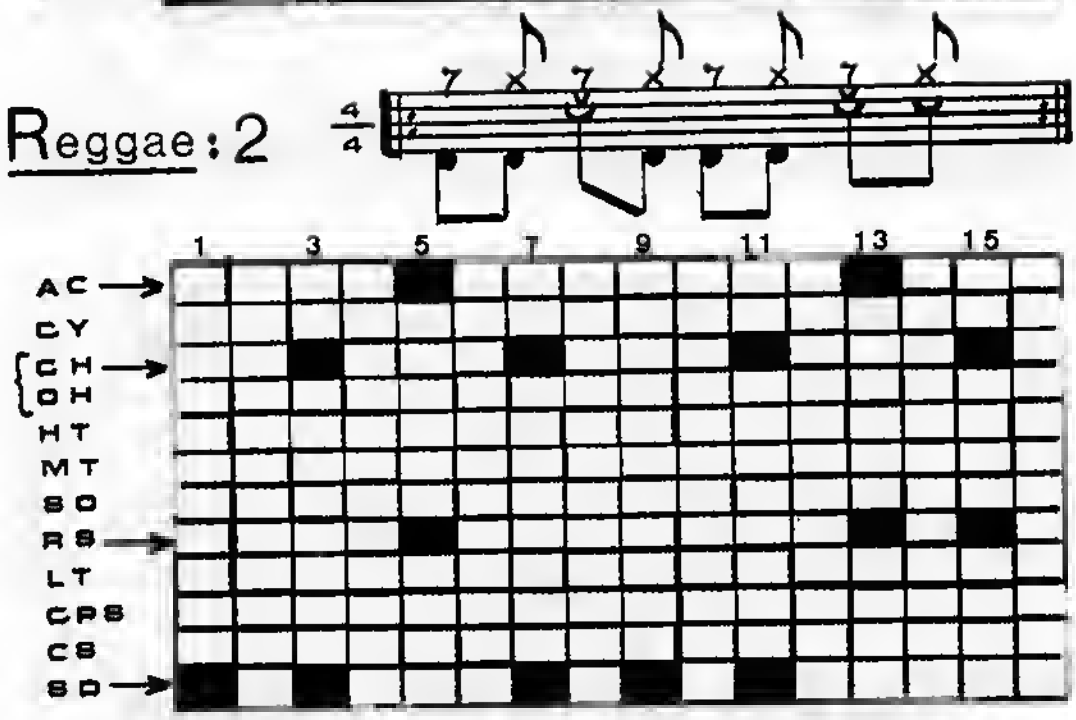

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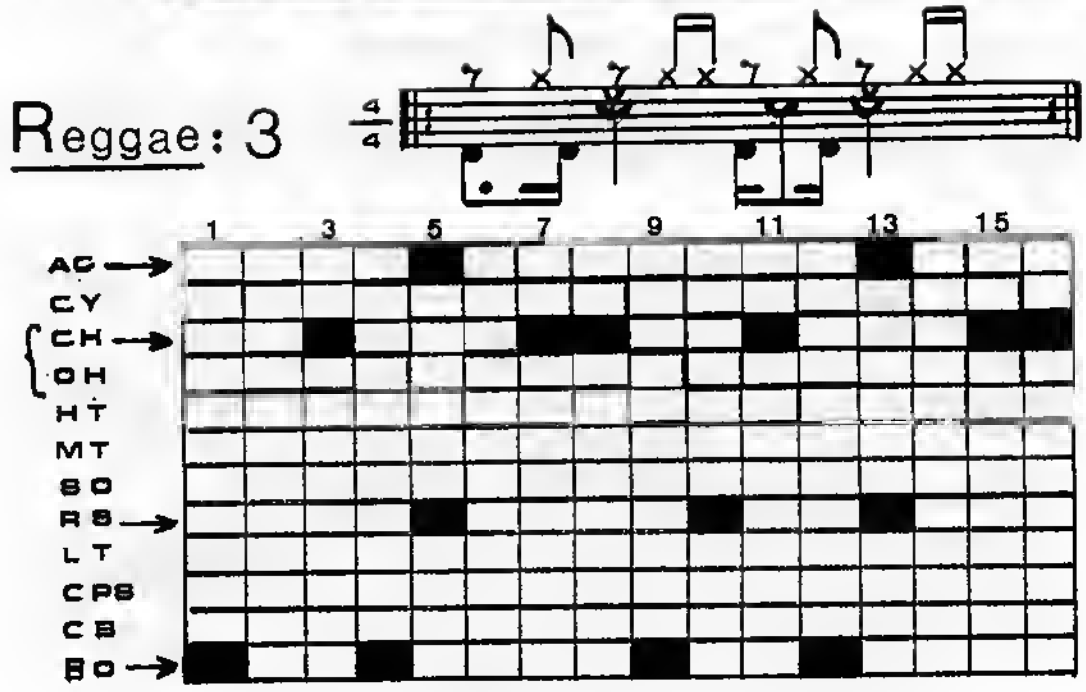

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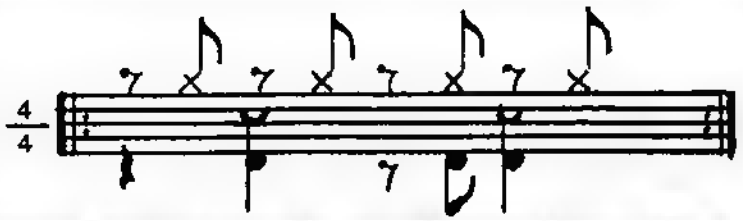

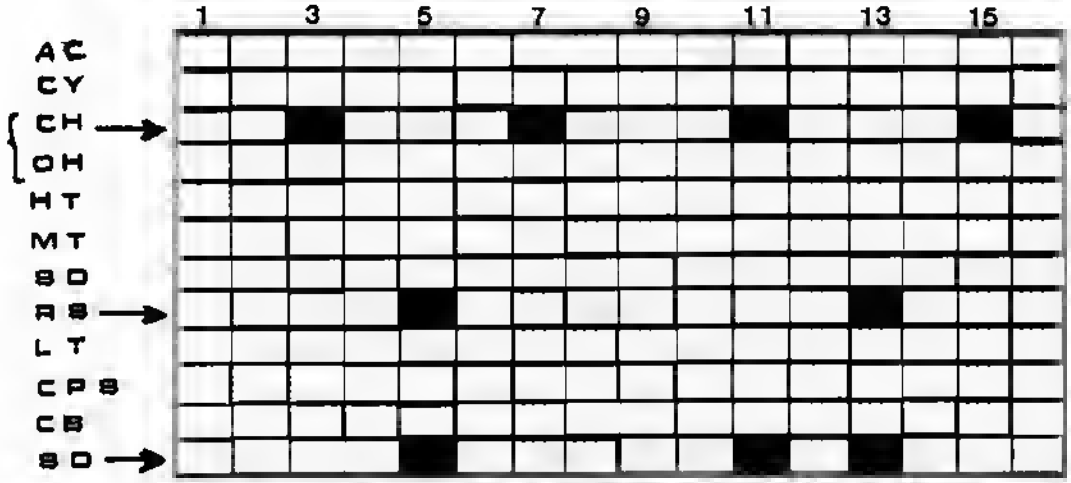

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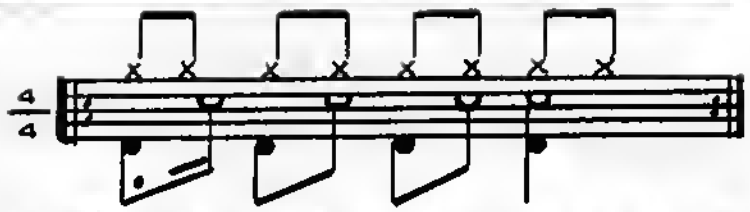

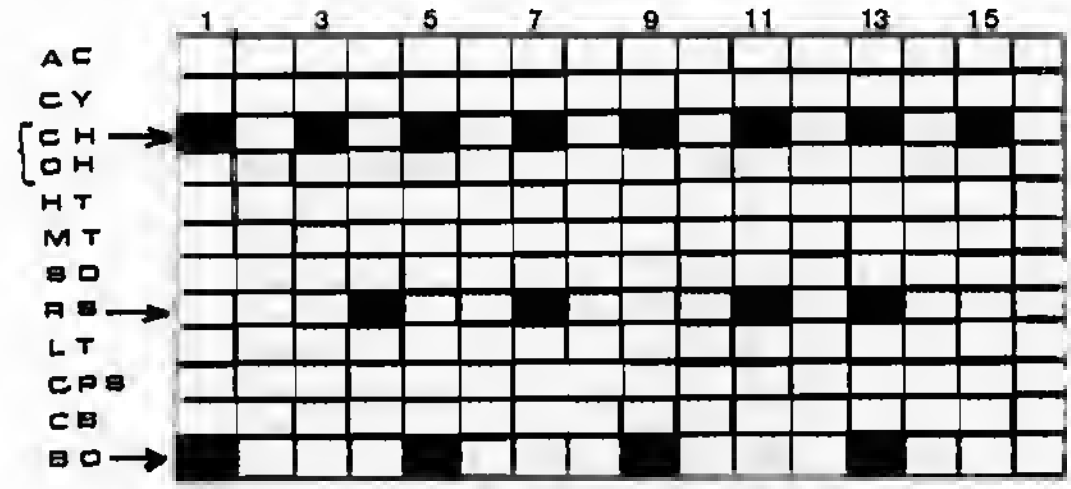

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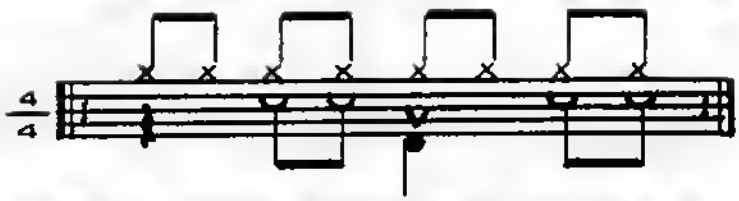

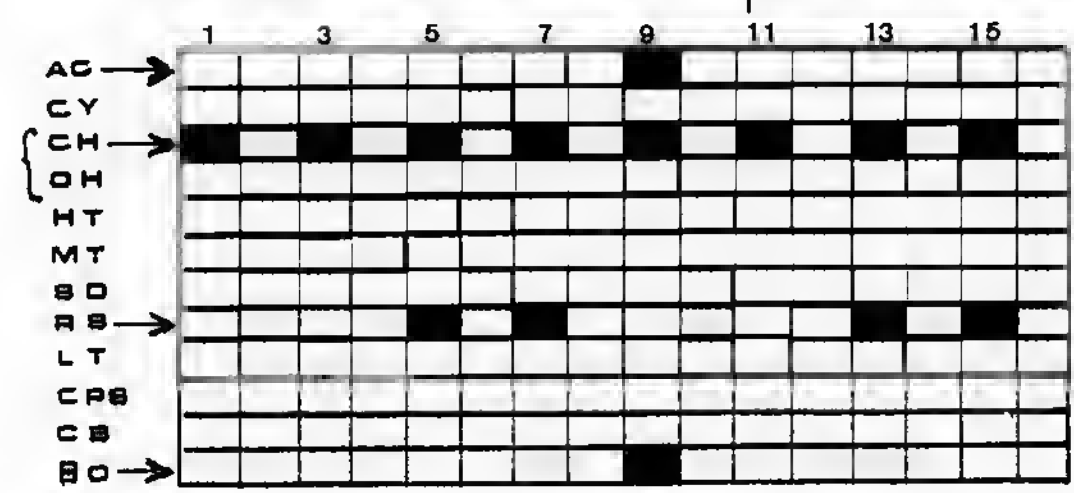

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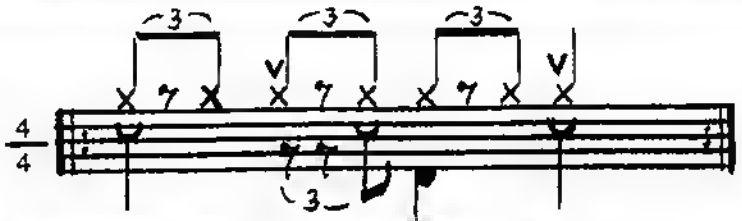

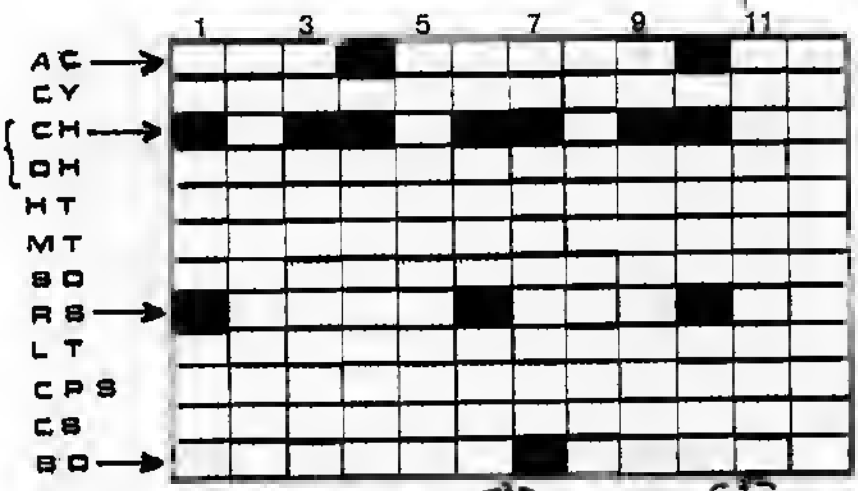

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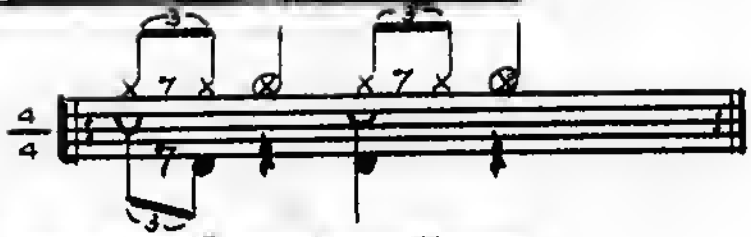

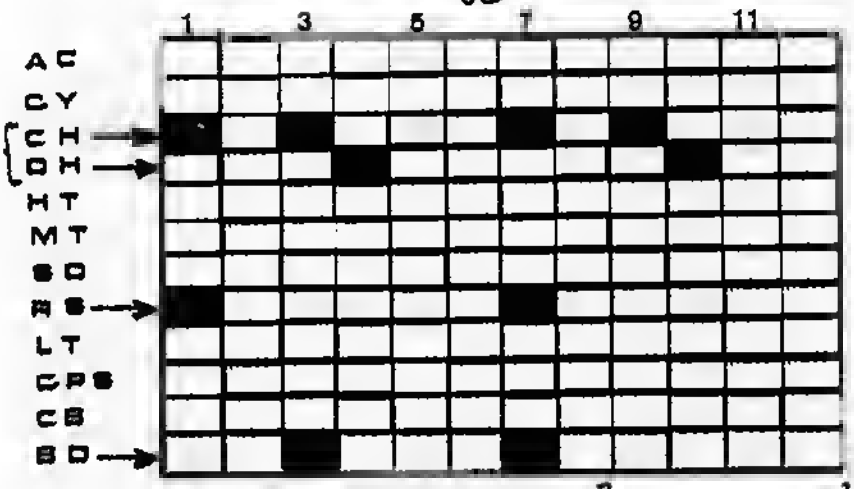

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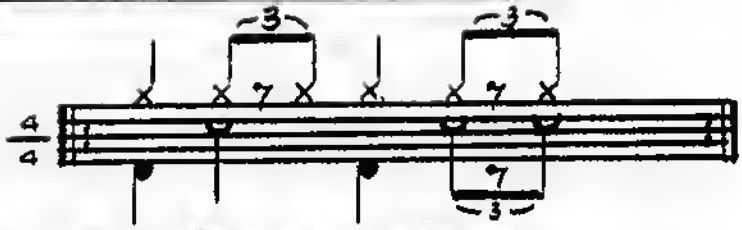
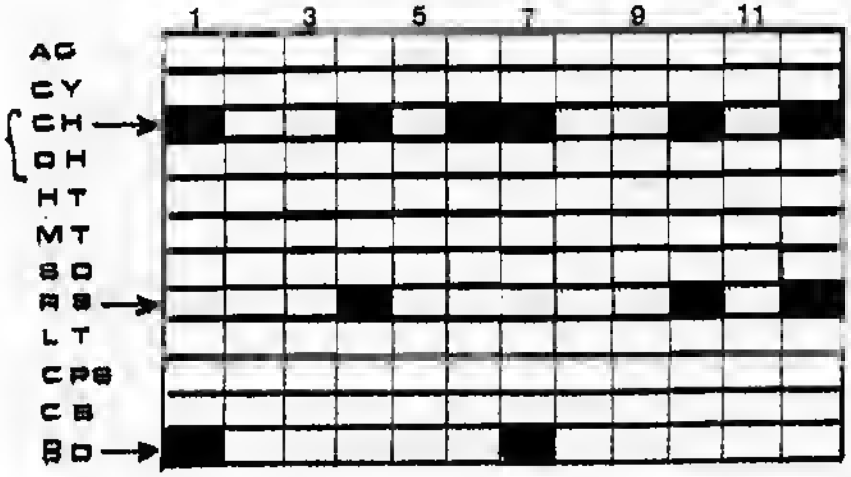
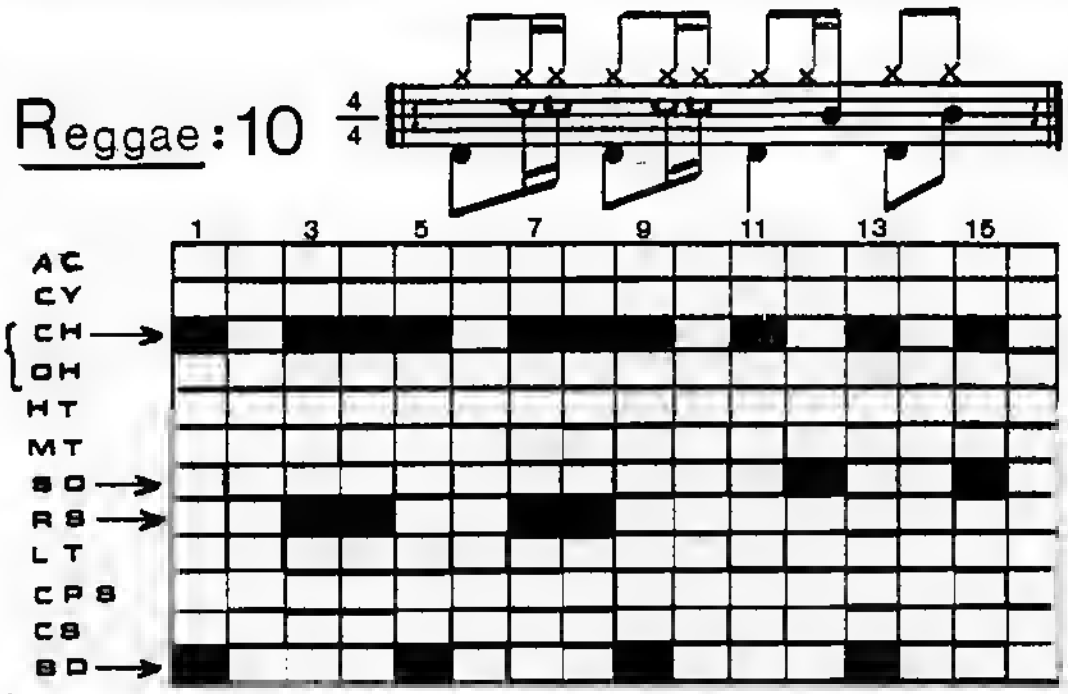
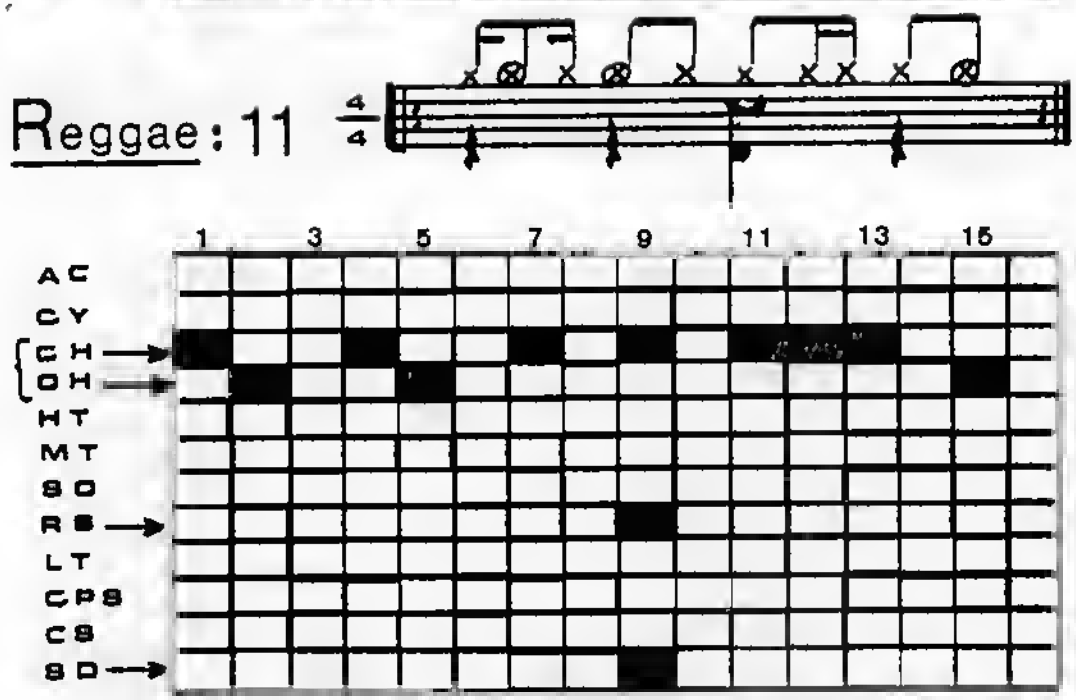




Reggae: 10



Reggae: 11



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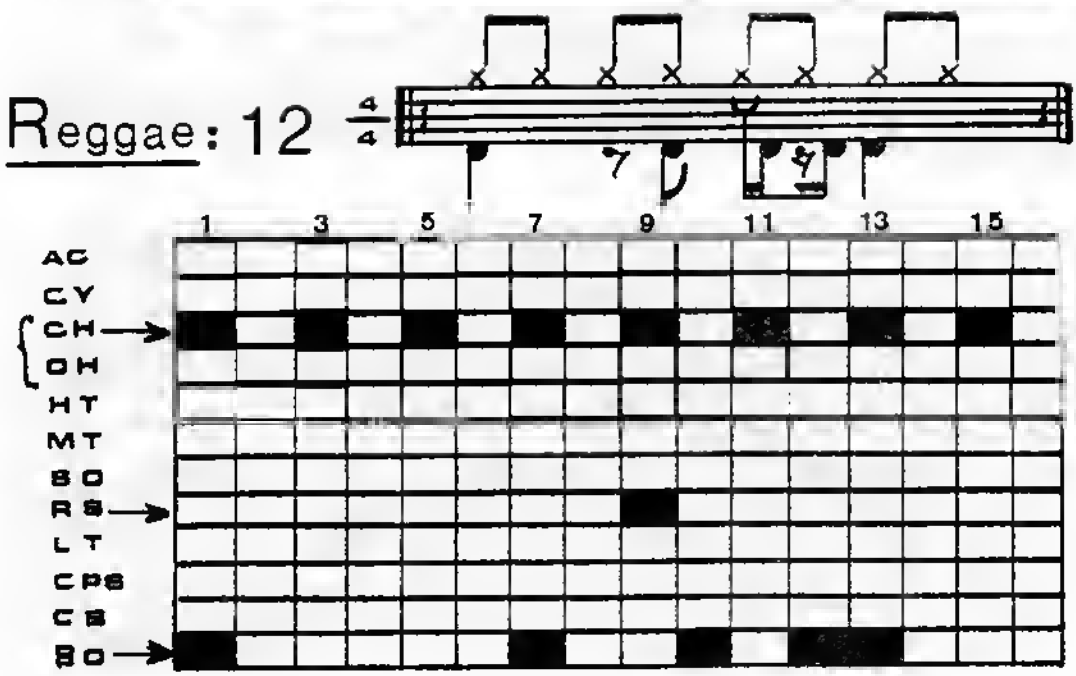

REGGAE

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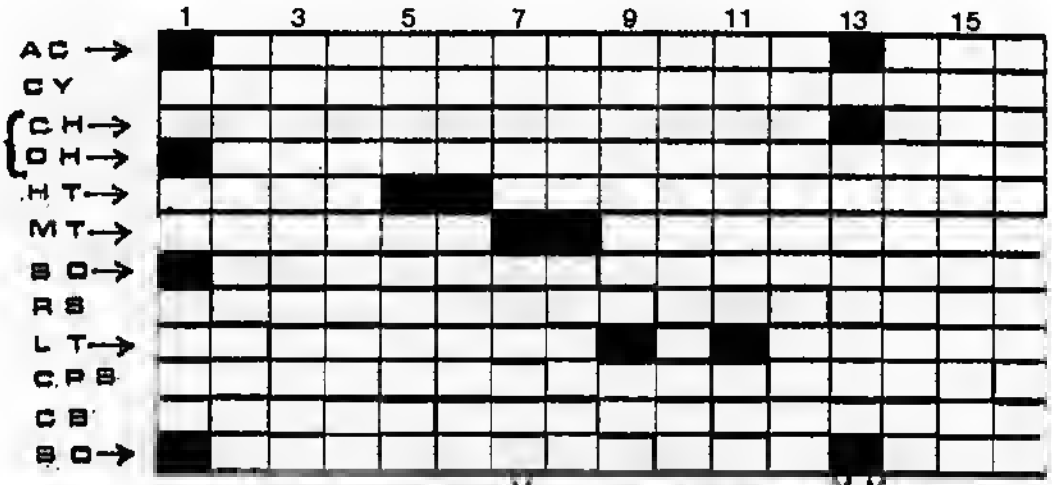

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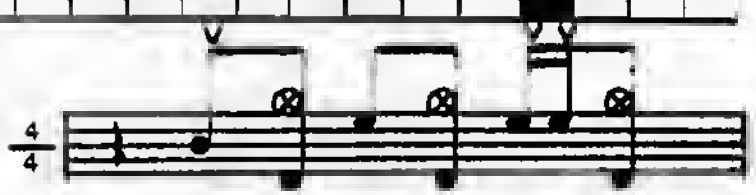

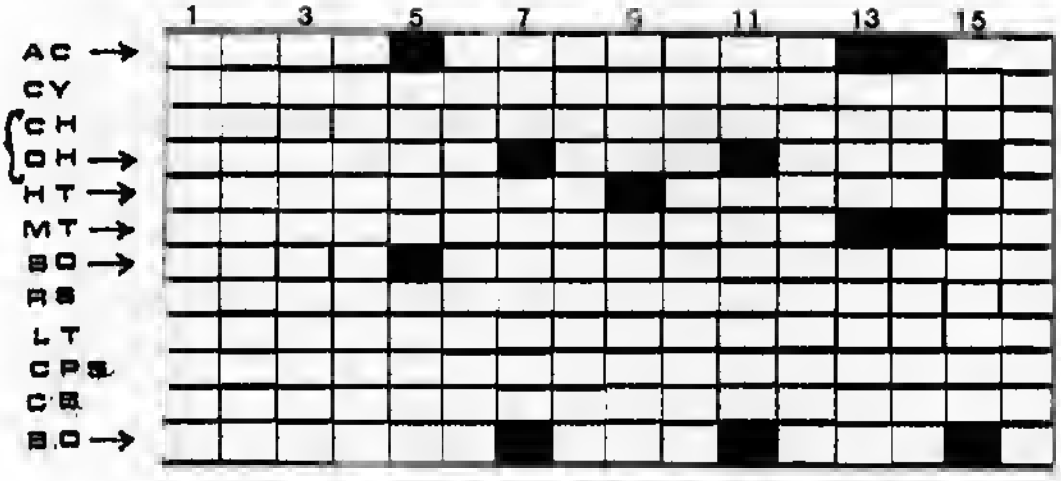

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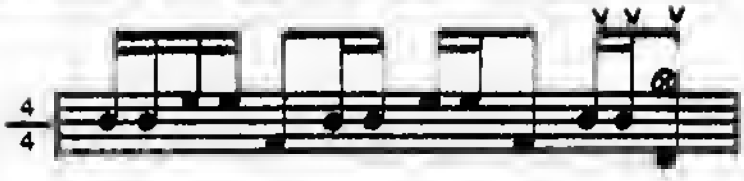

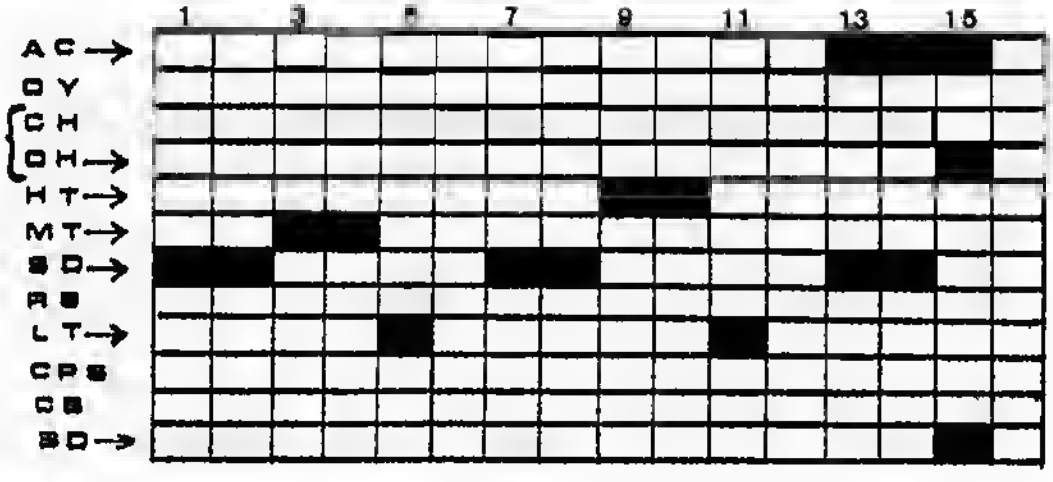

REGGAE

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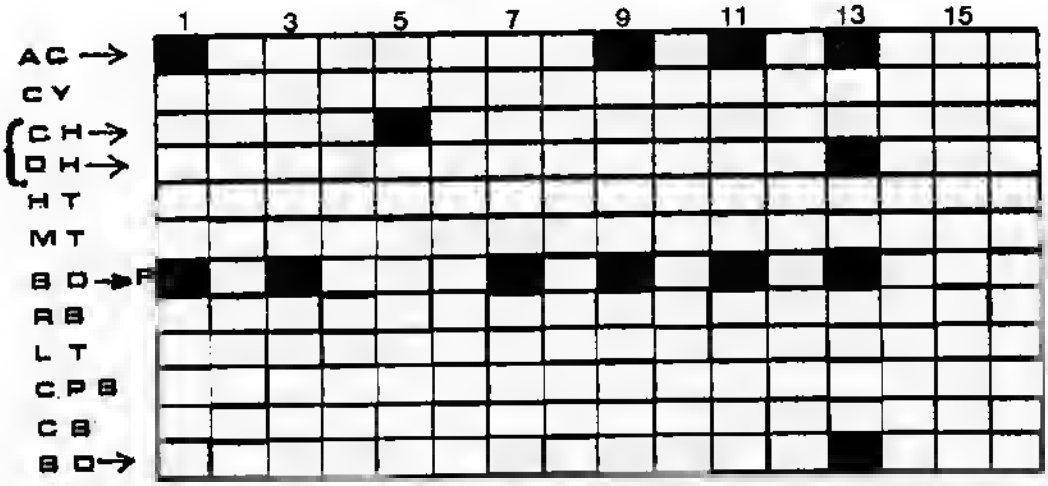

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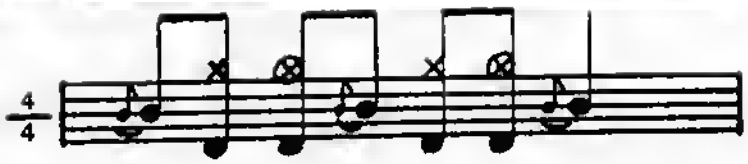

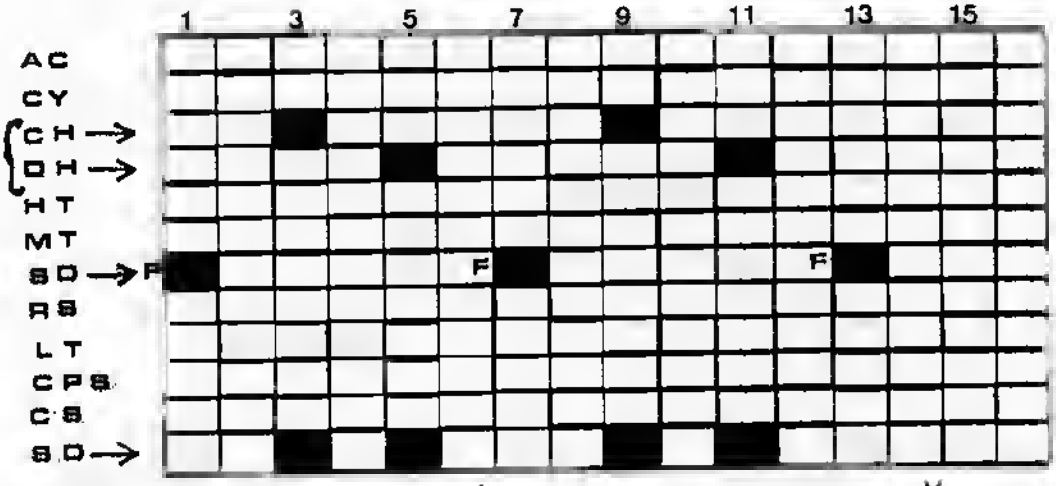

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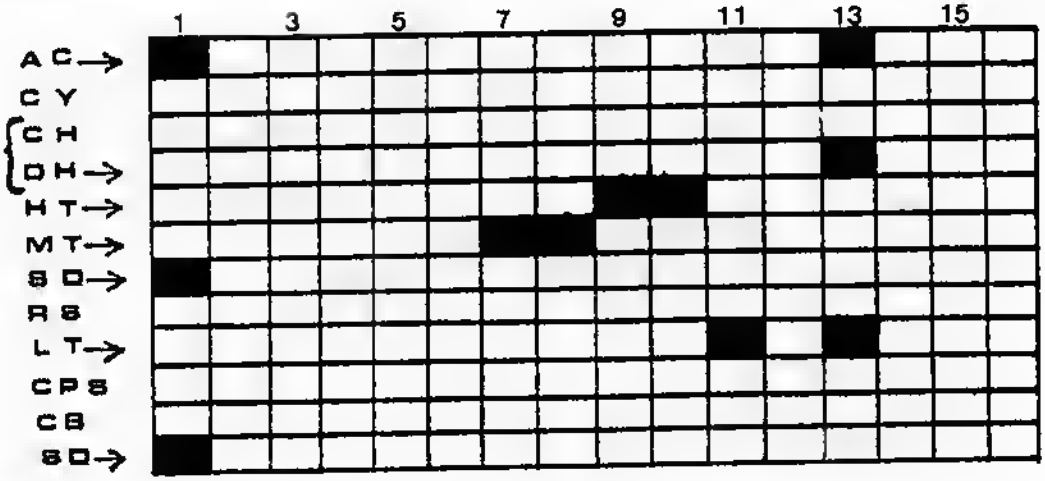
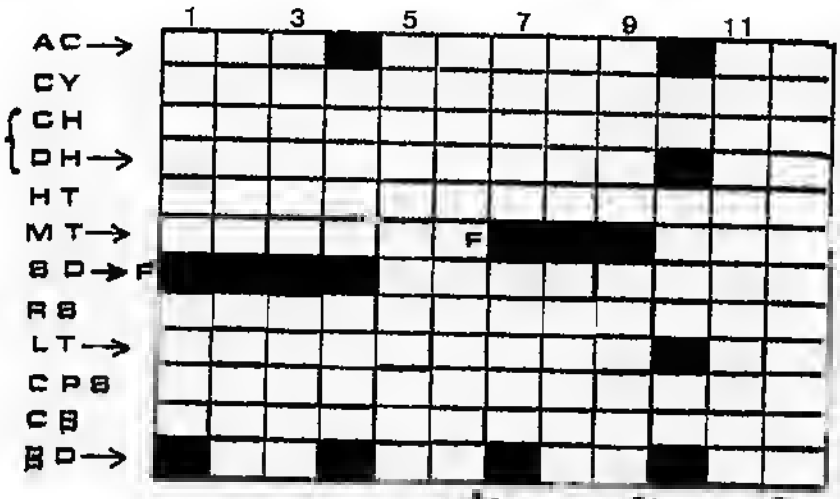
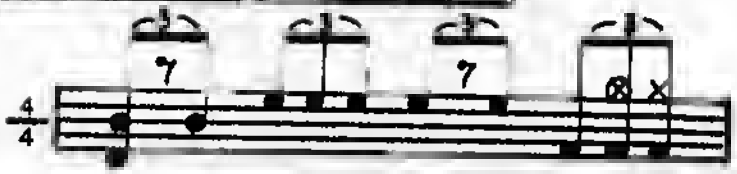


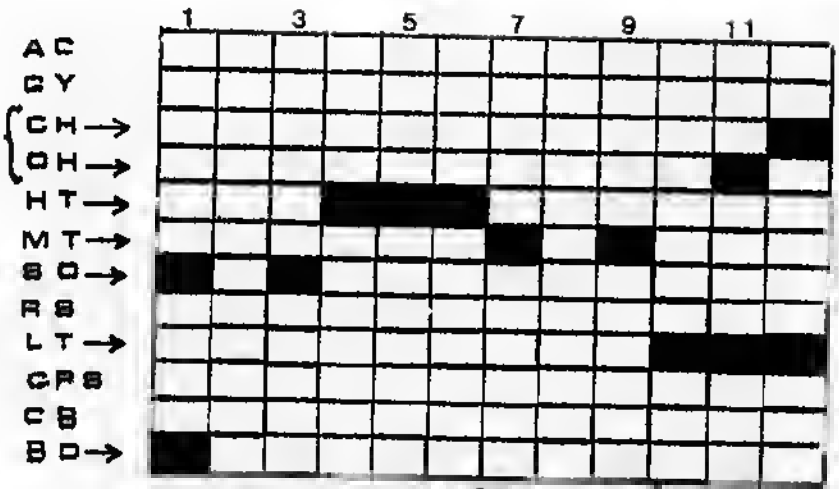
REGGAE

Break : 7



Break : 8





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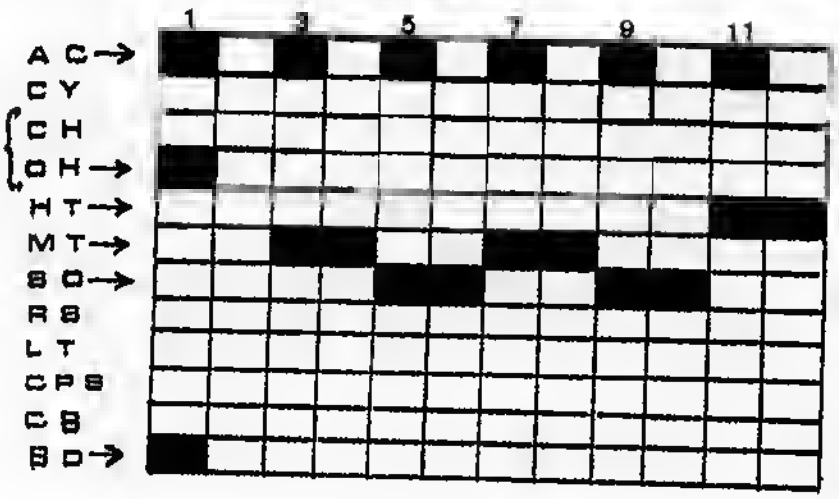

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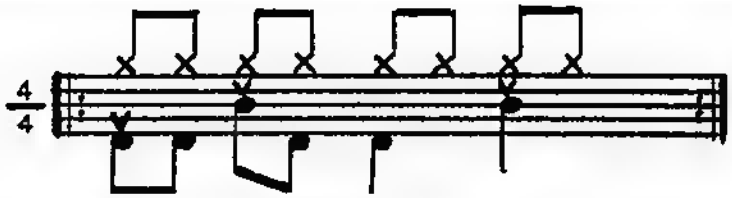

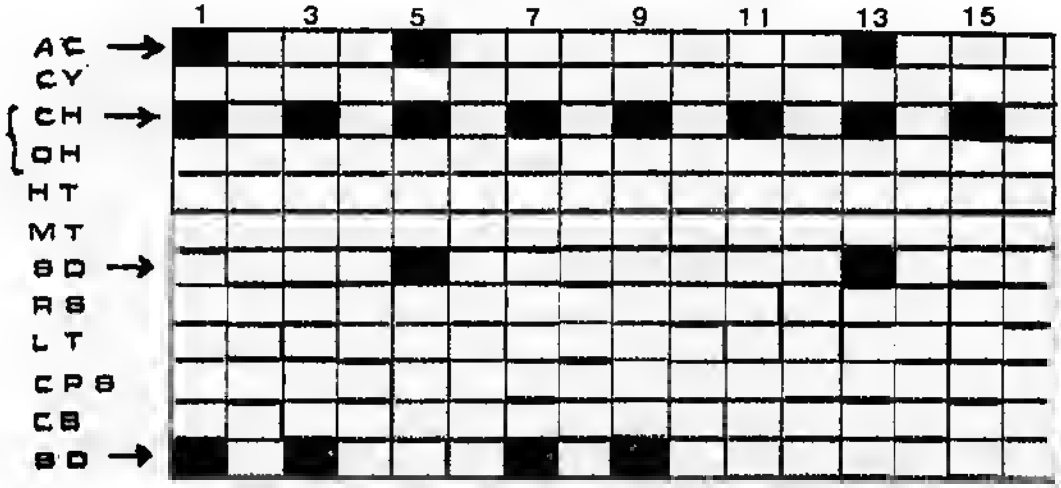

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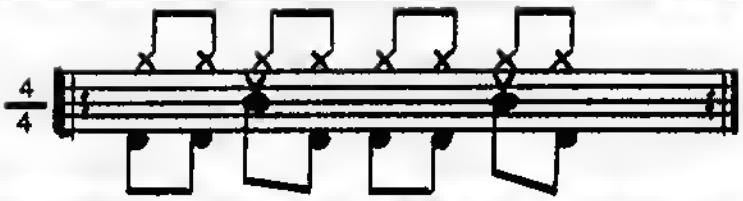

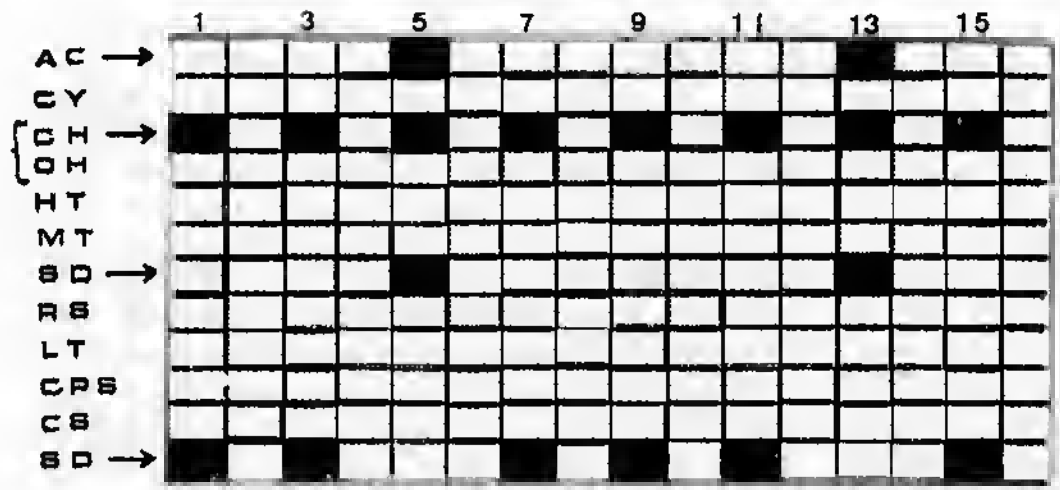

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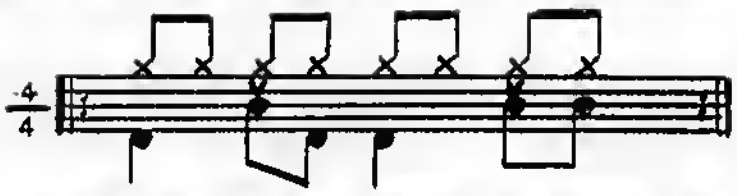

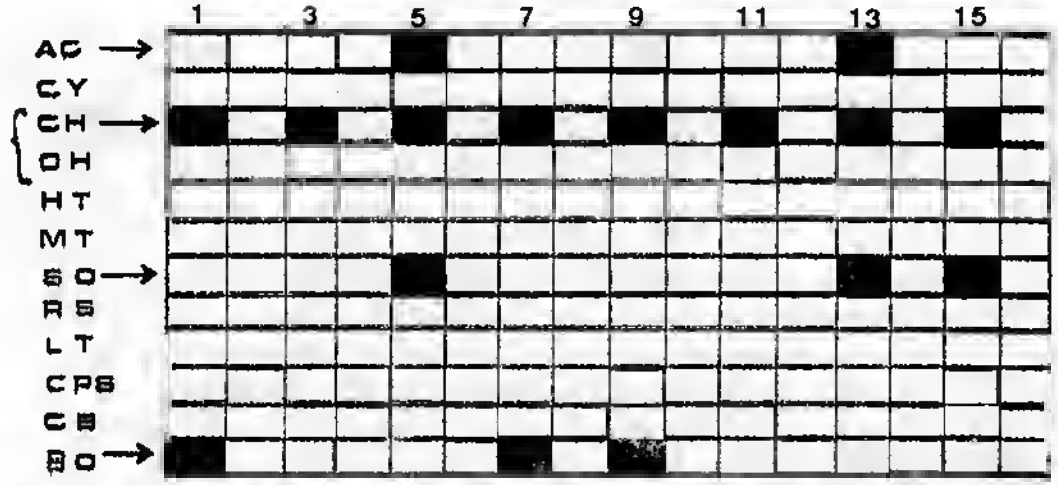

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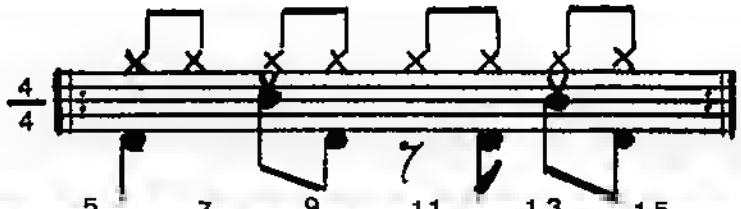

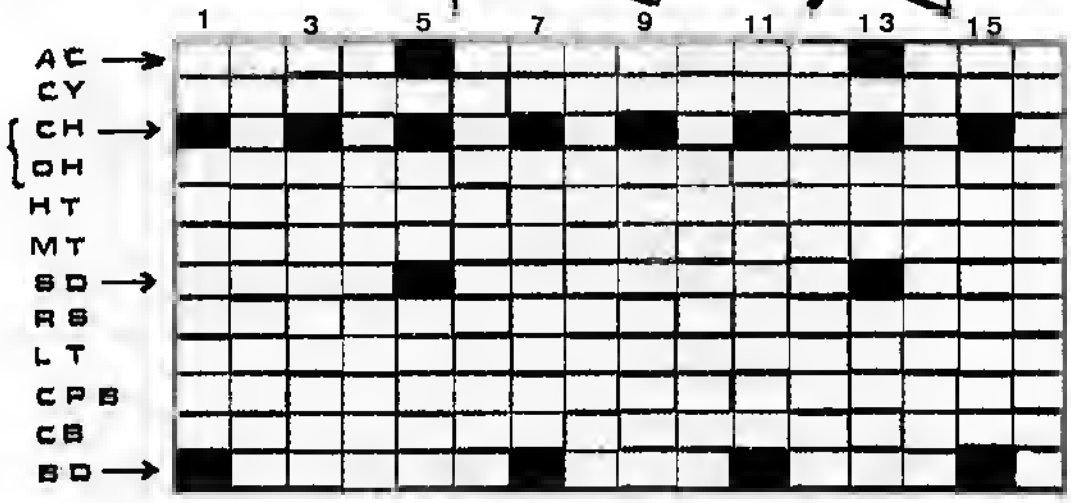

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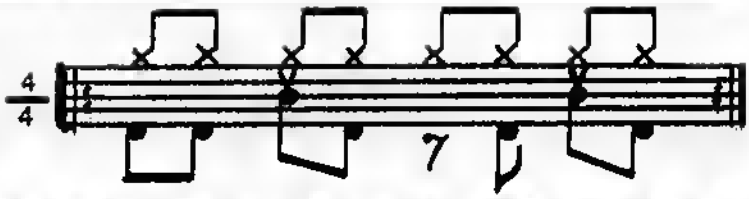

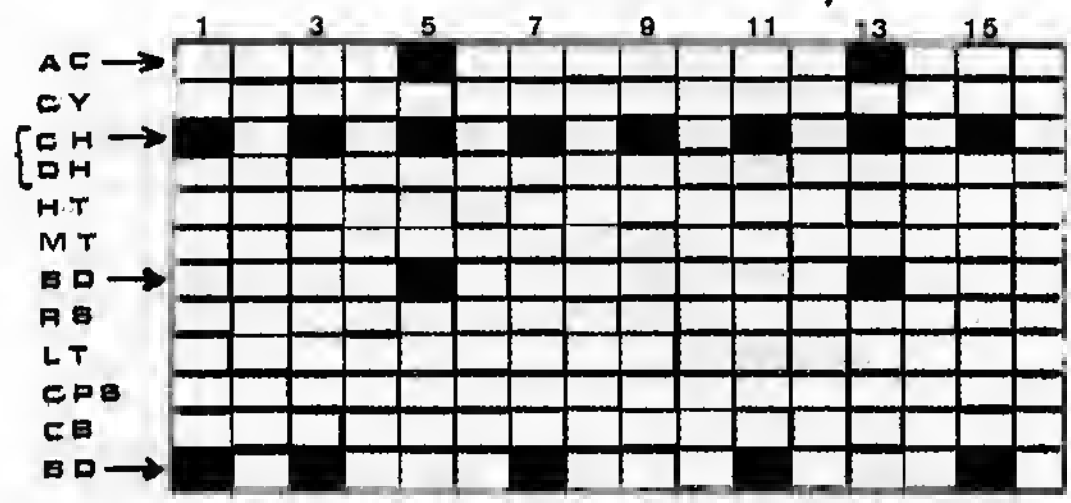

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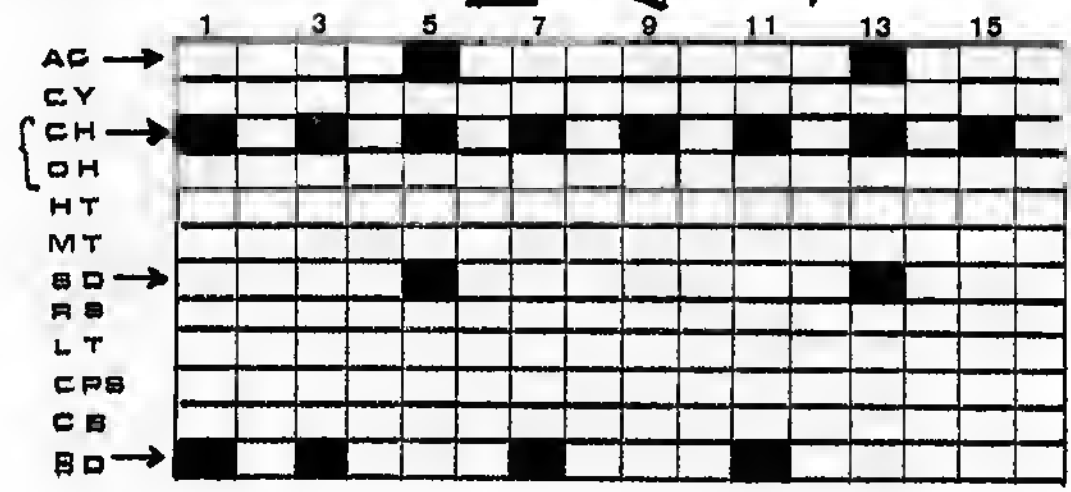

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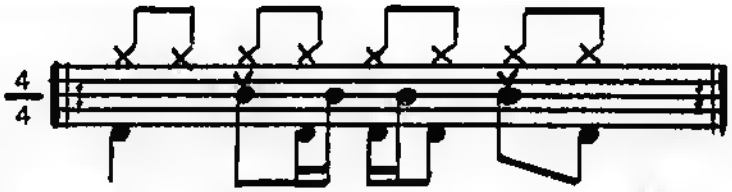

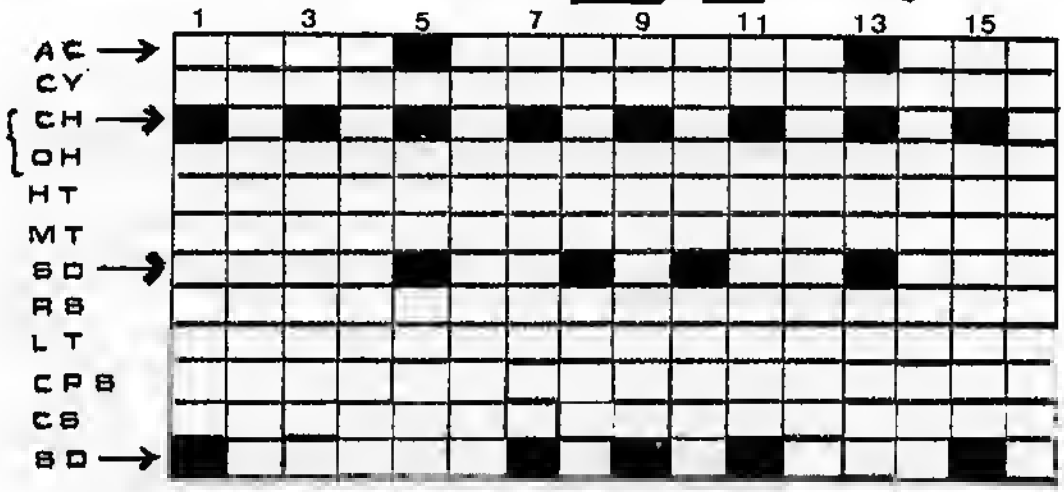

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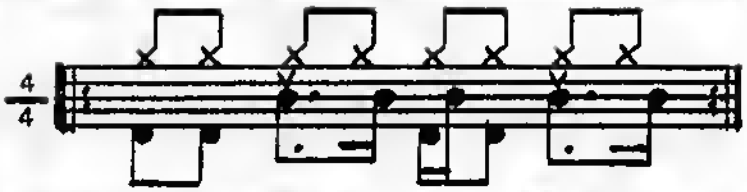

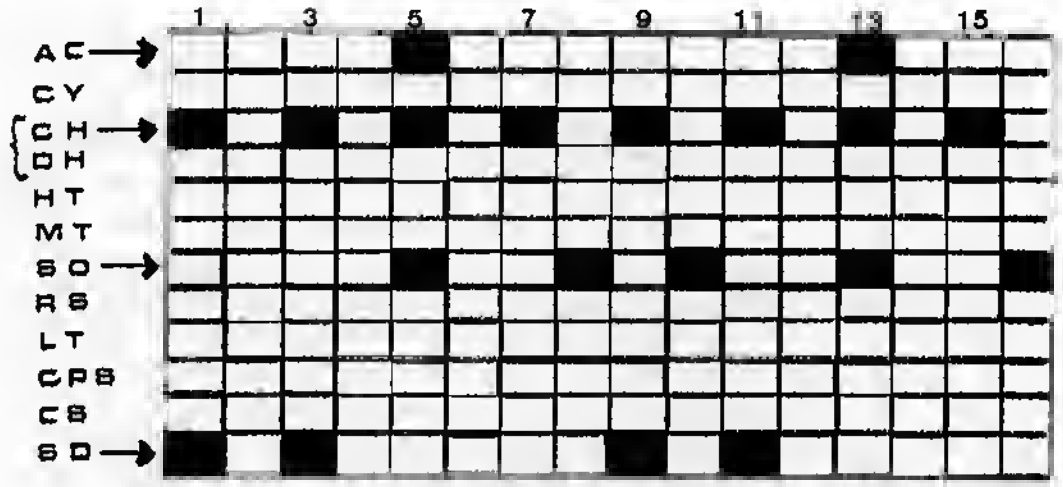

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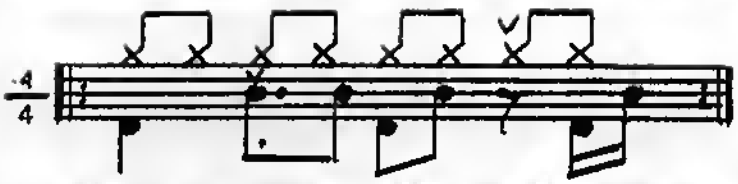

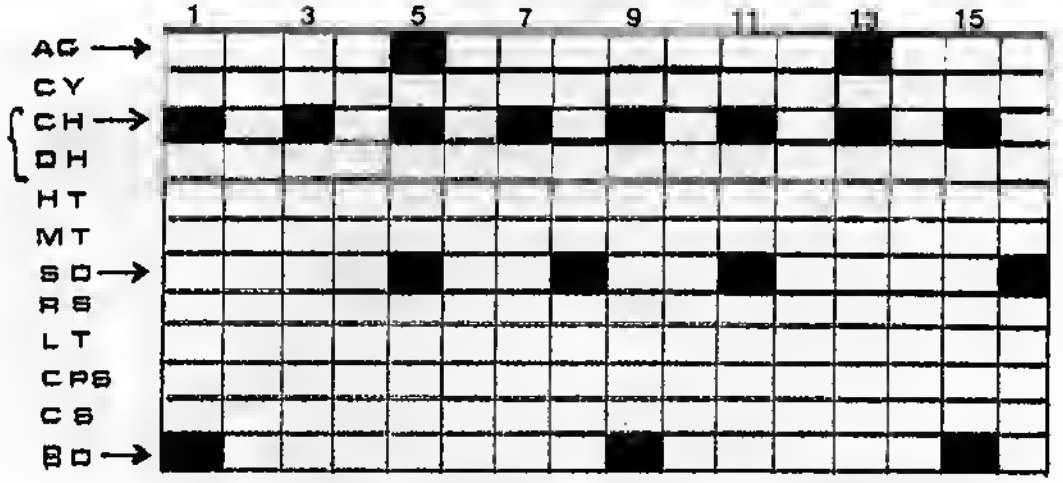

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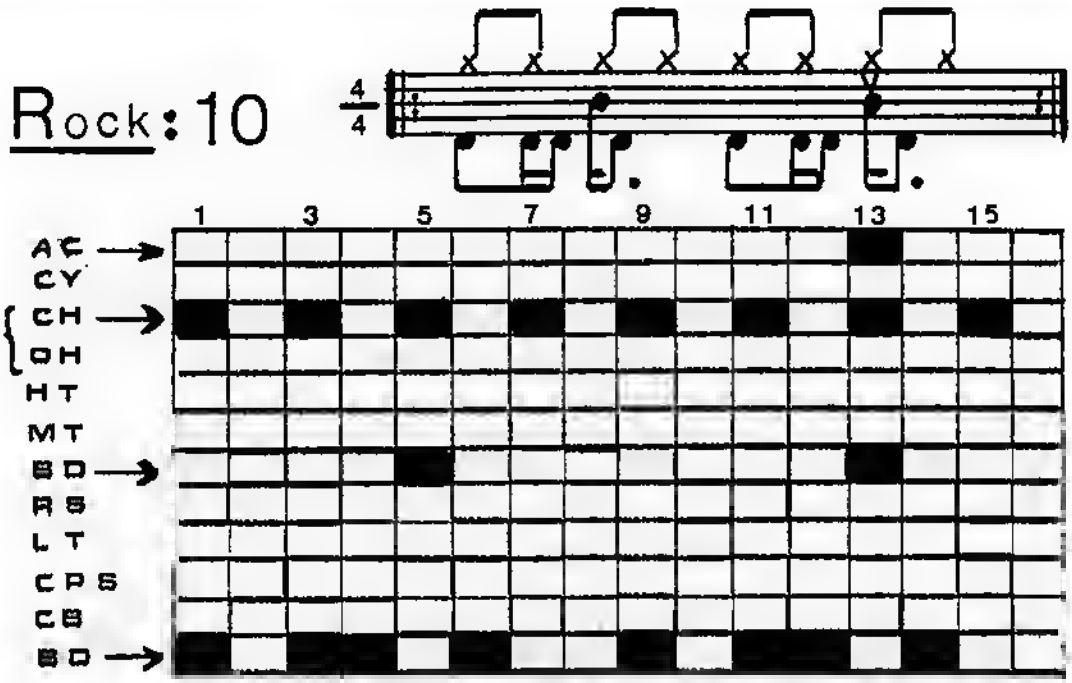

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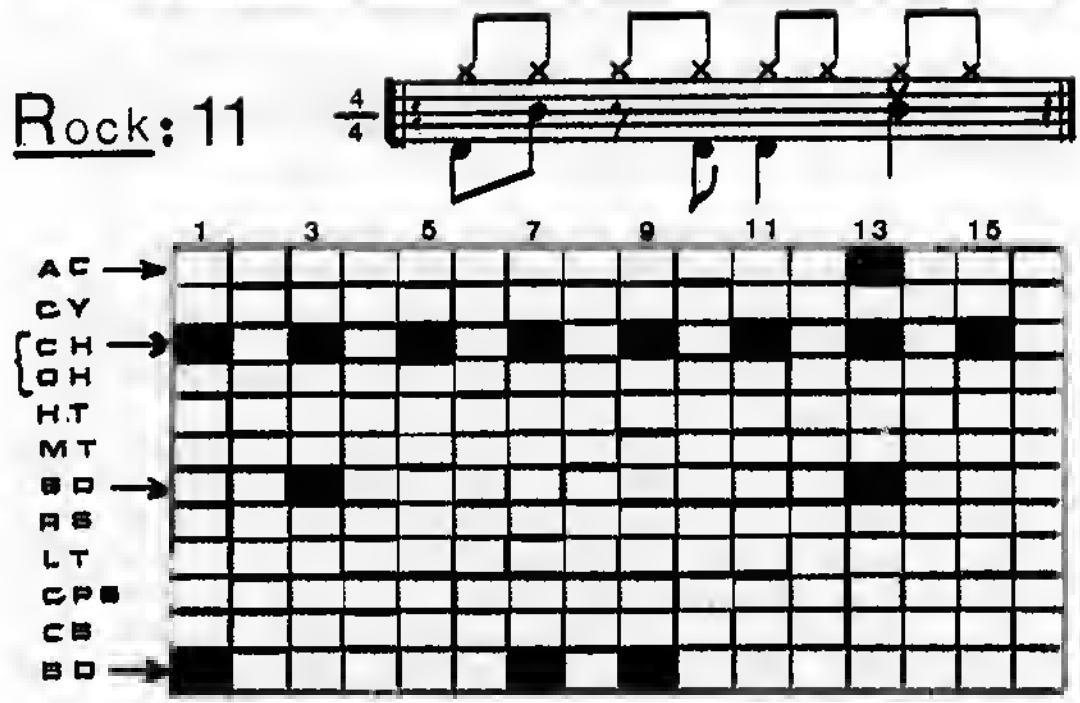

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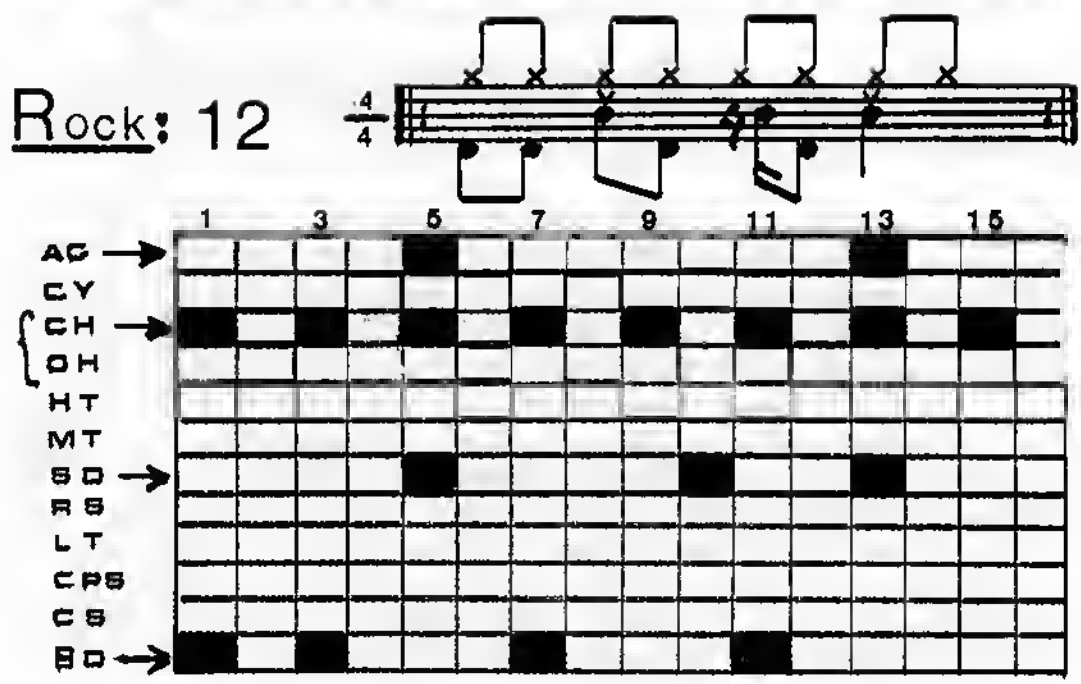

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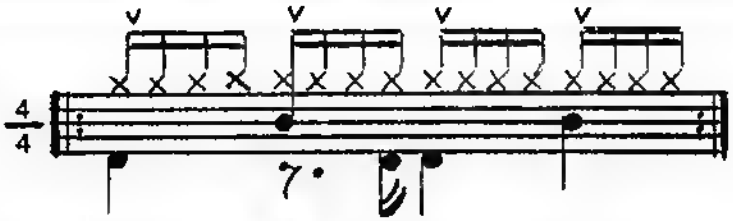

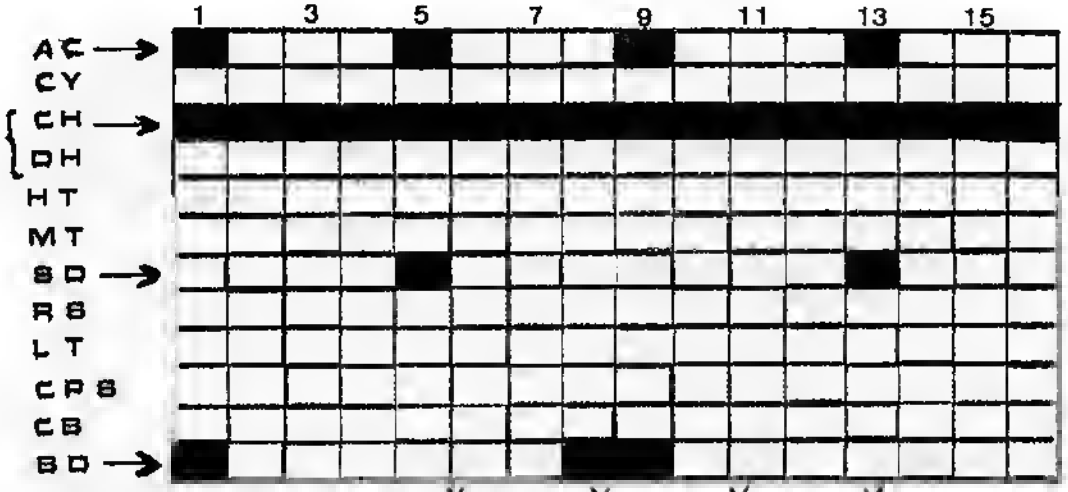

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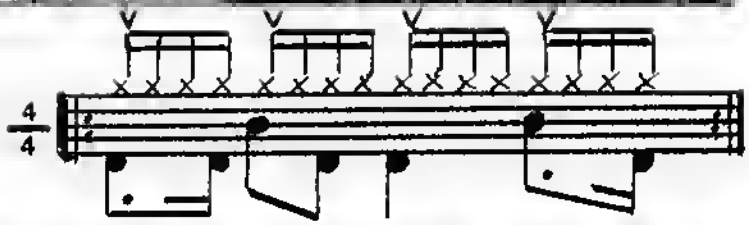

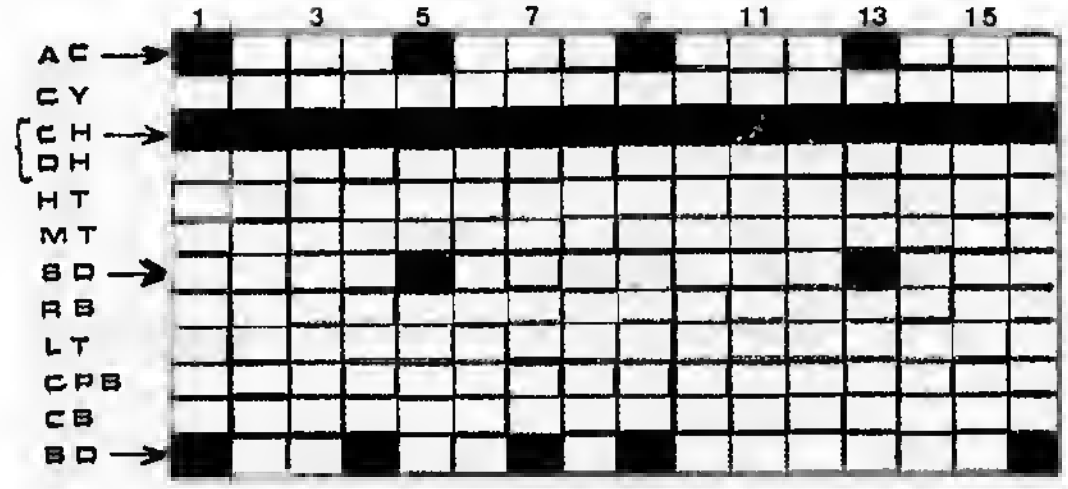

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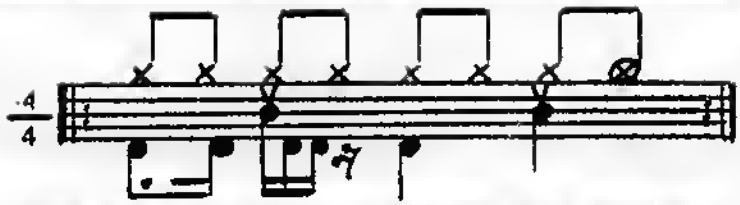

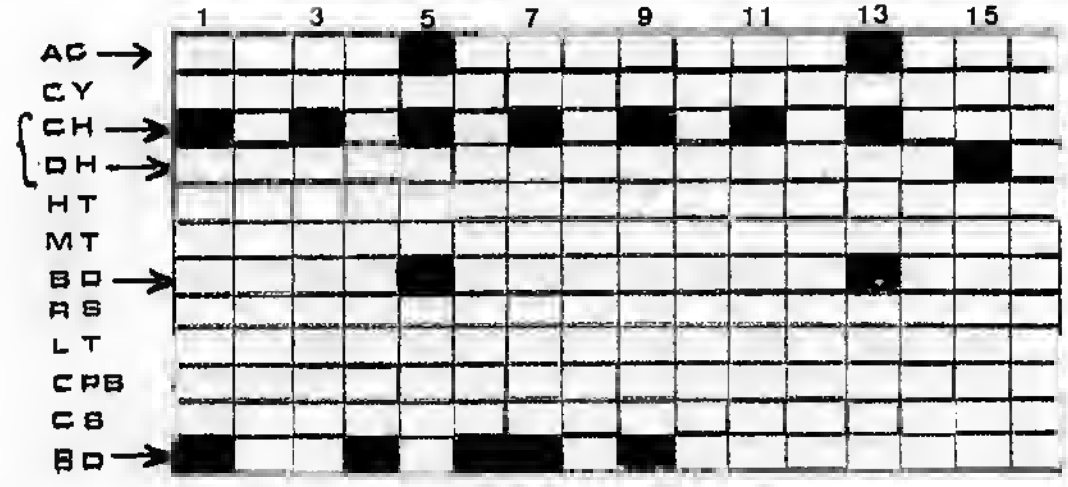

ROCK

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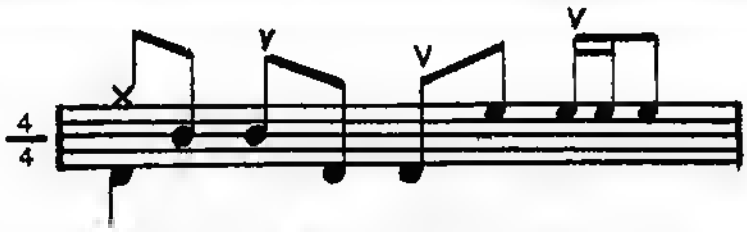
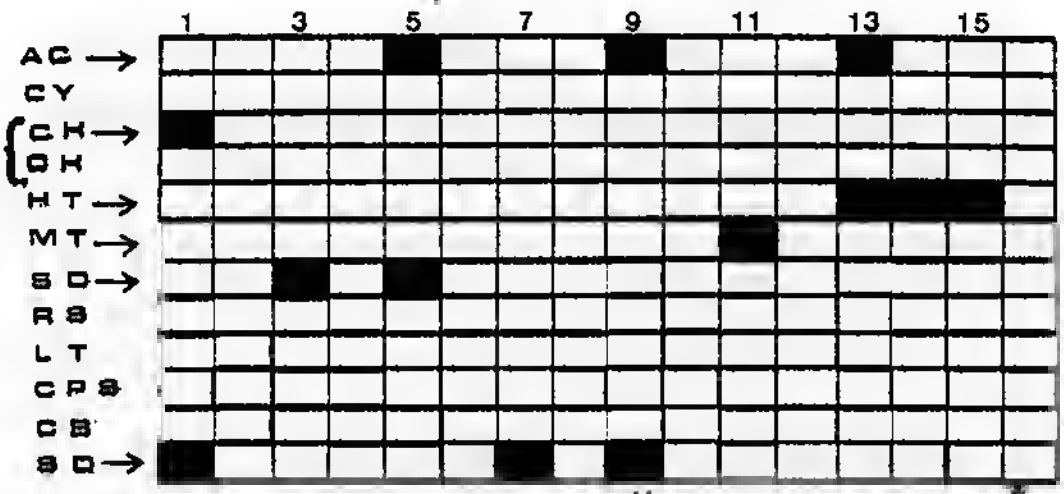
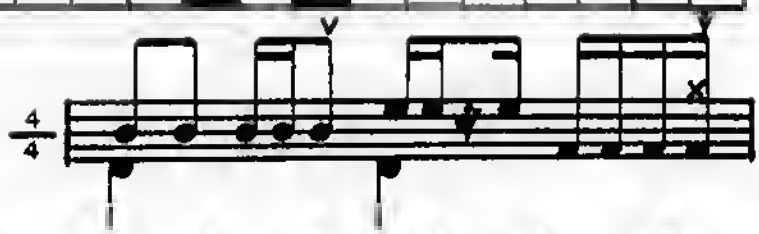
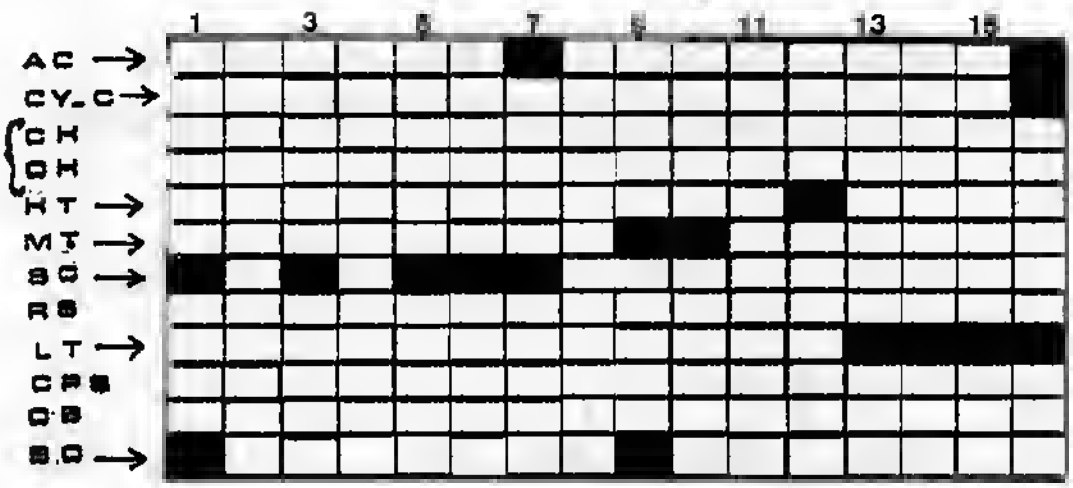


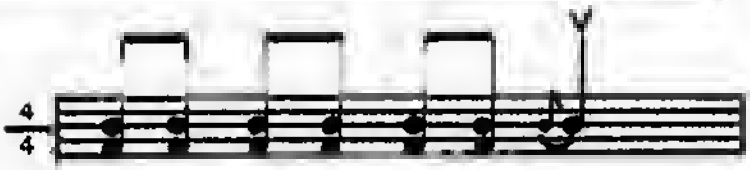


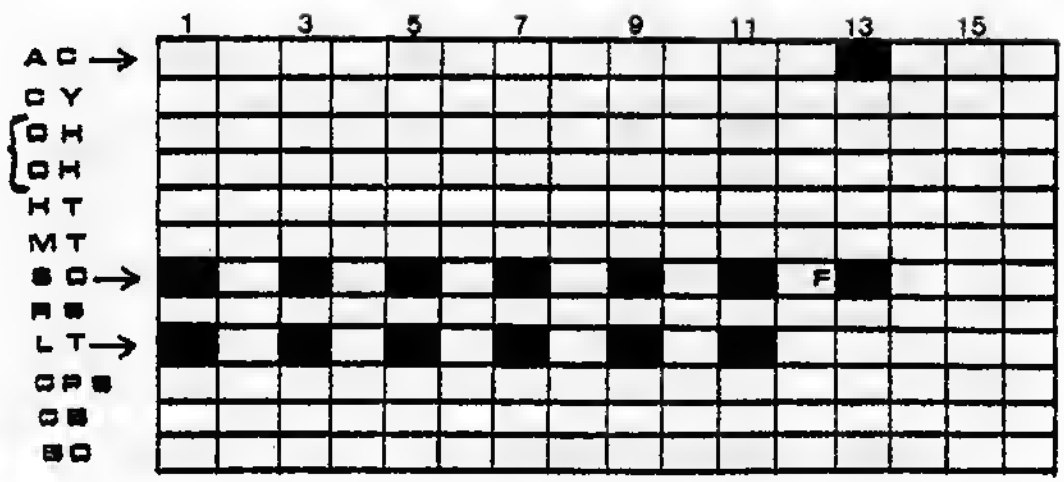
Break: 2





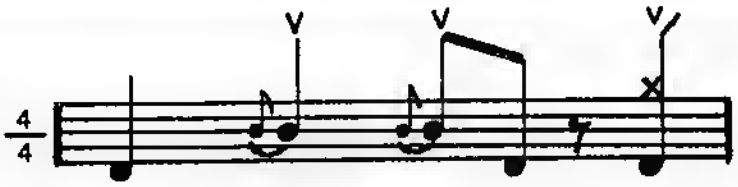
Break: 3

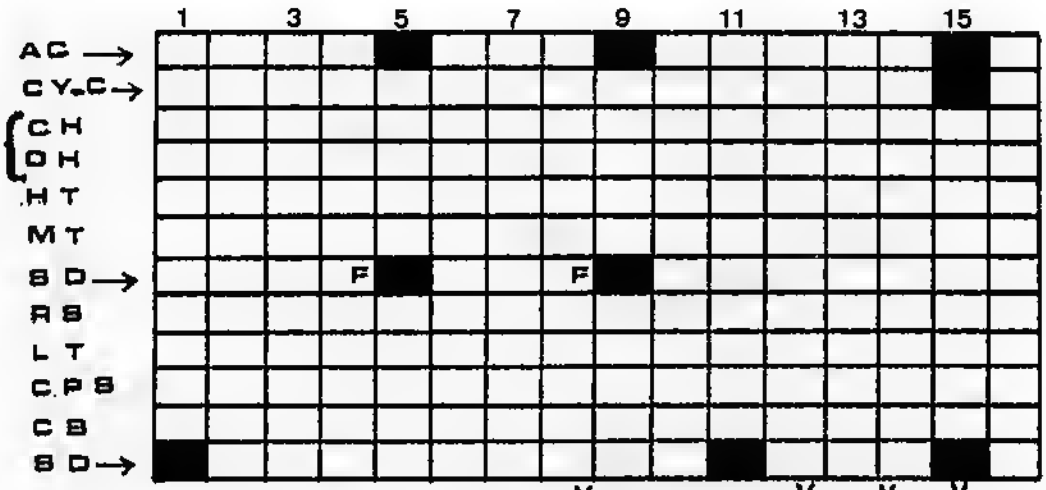




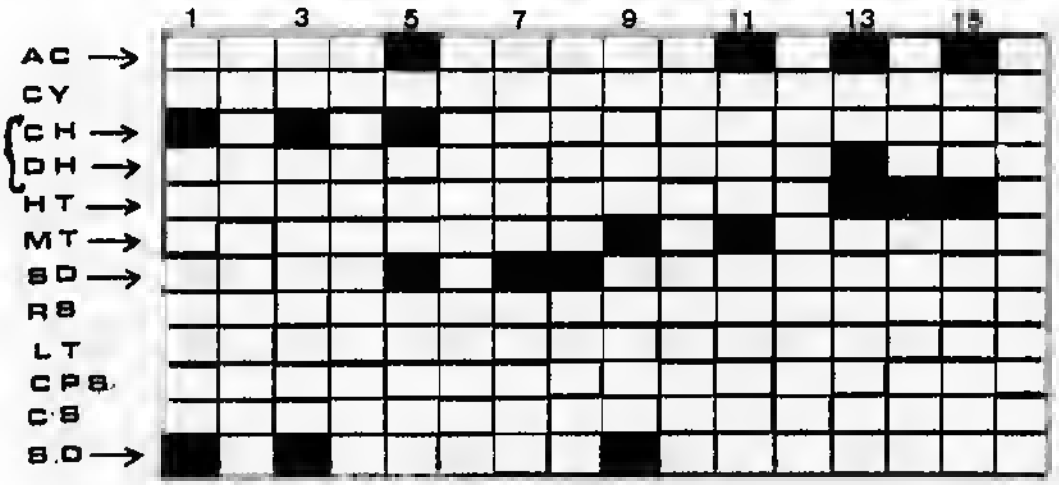
ROCK

Break : 4

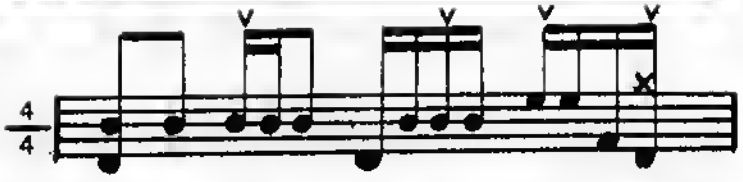


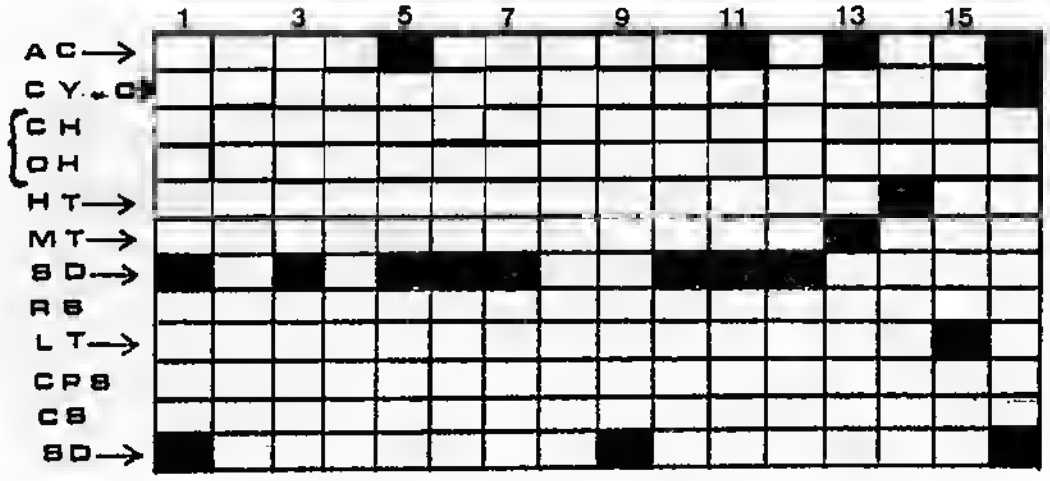


Break : 5



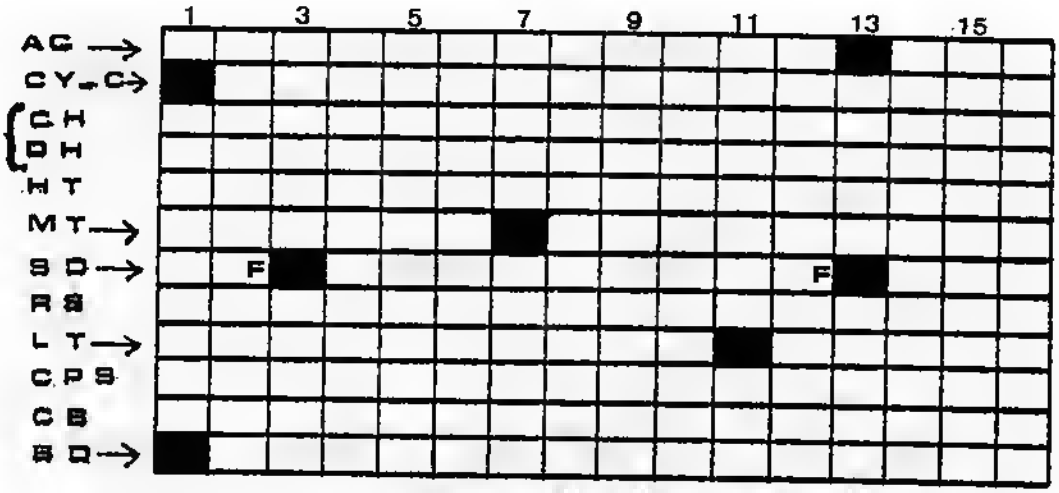
Break : 6



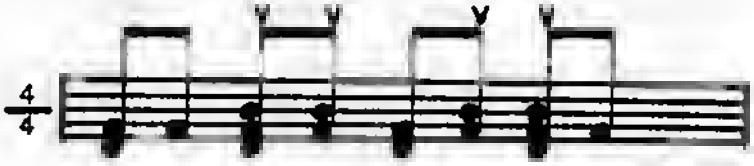


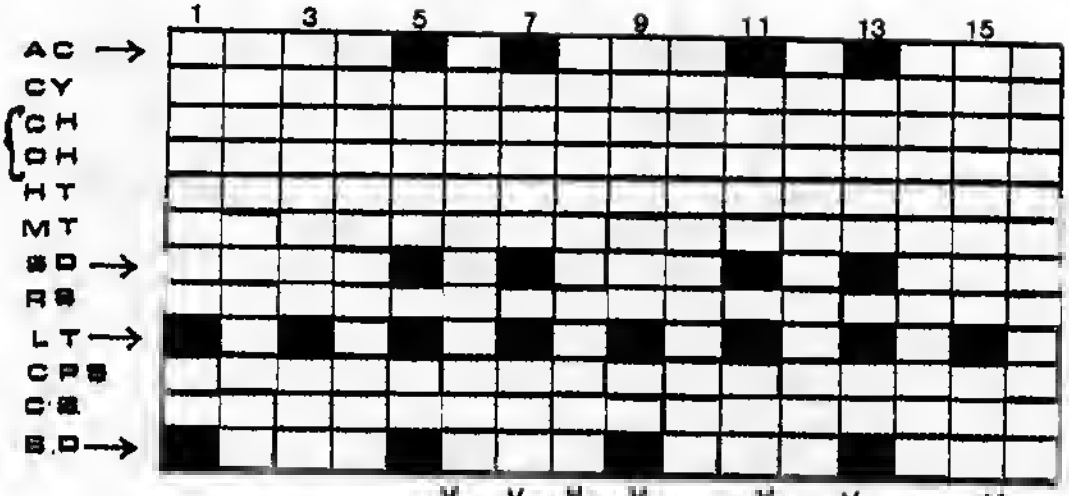
ROCK

Break: 7

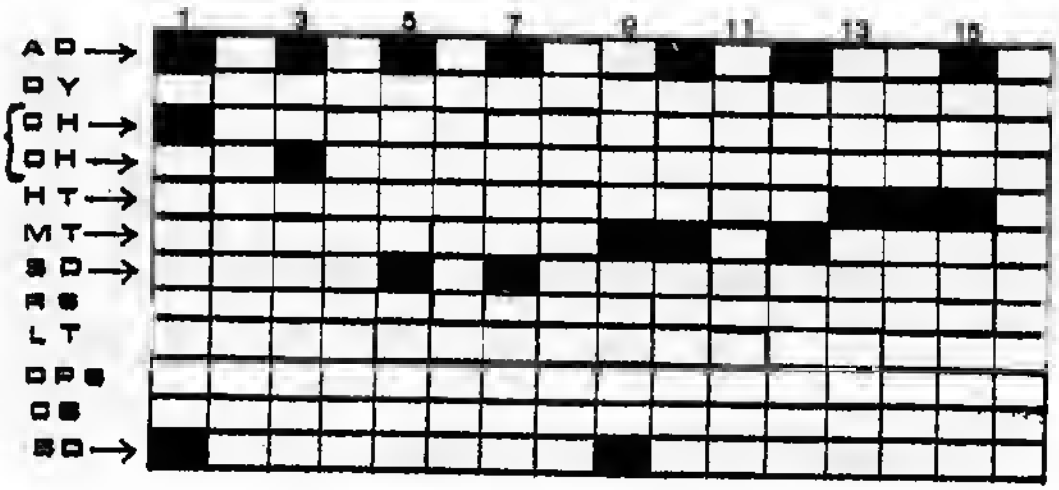


Break: 8



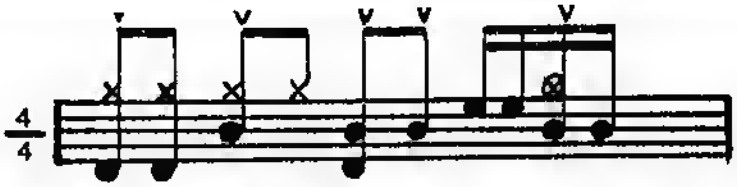


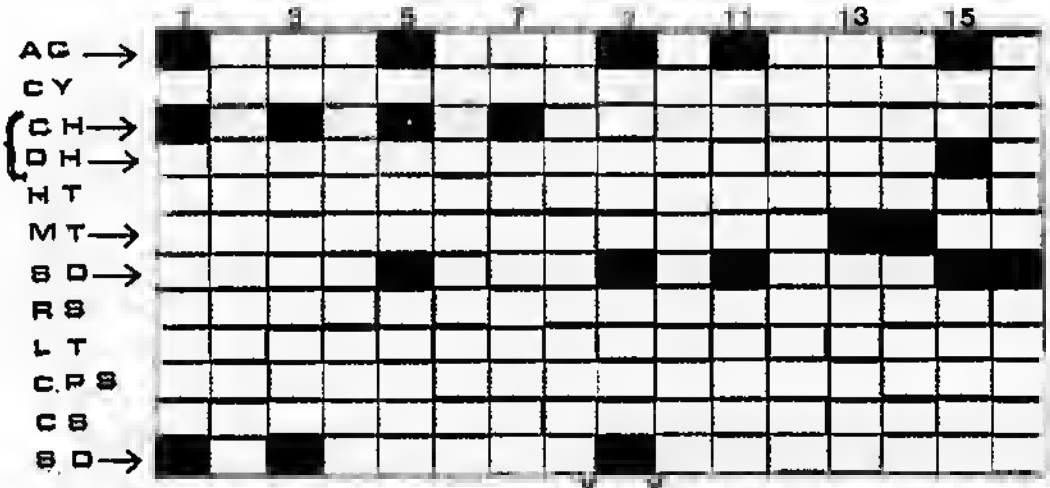
Break: 9



ROCK

Break:10





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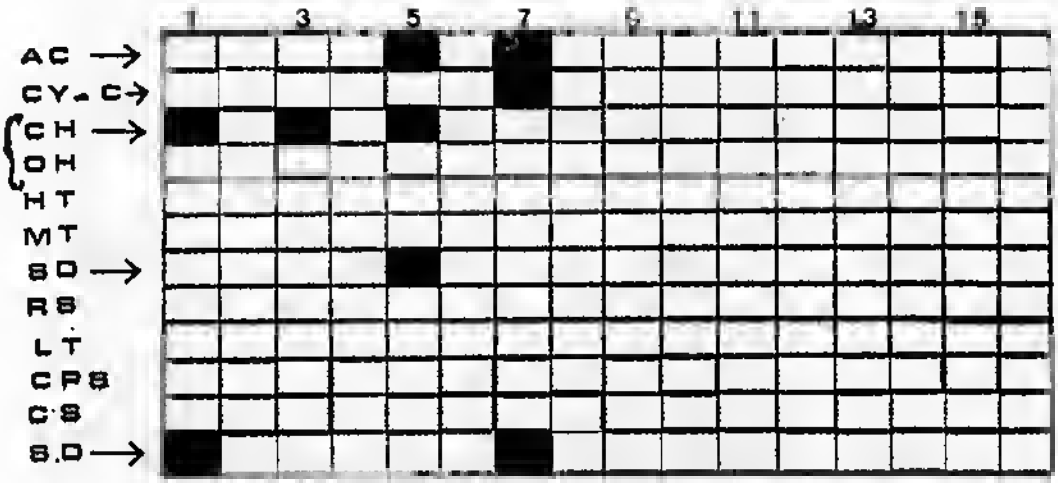
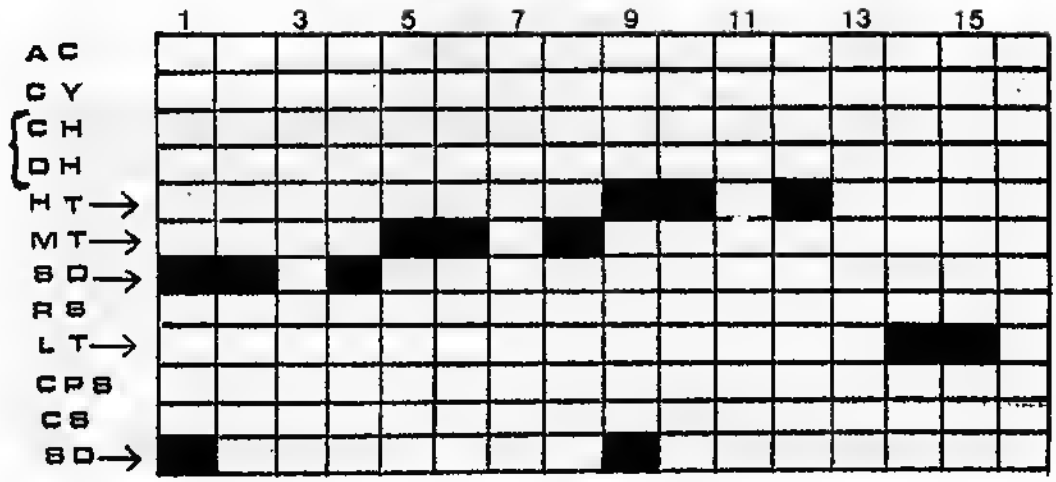
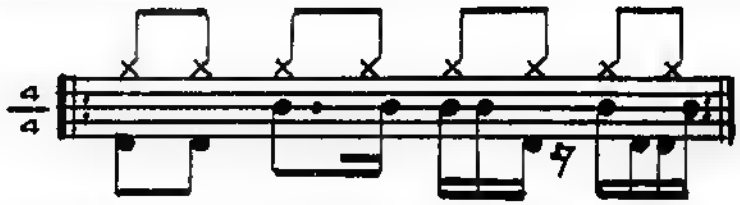
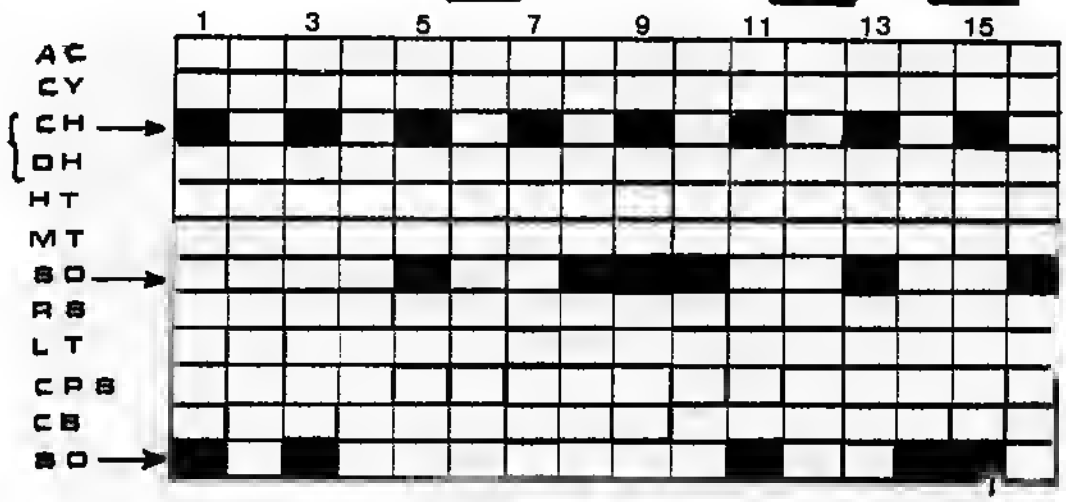


Break:12



R&B:1

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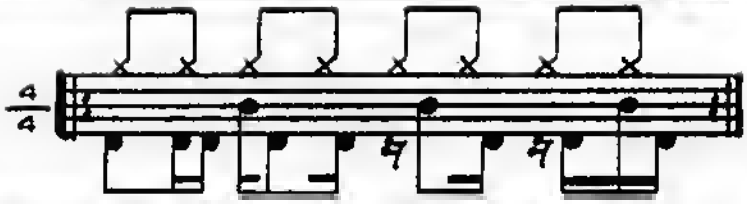
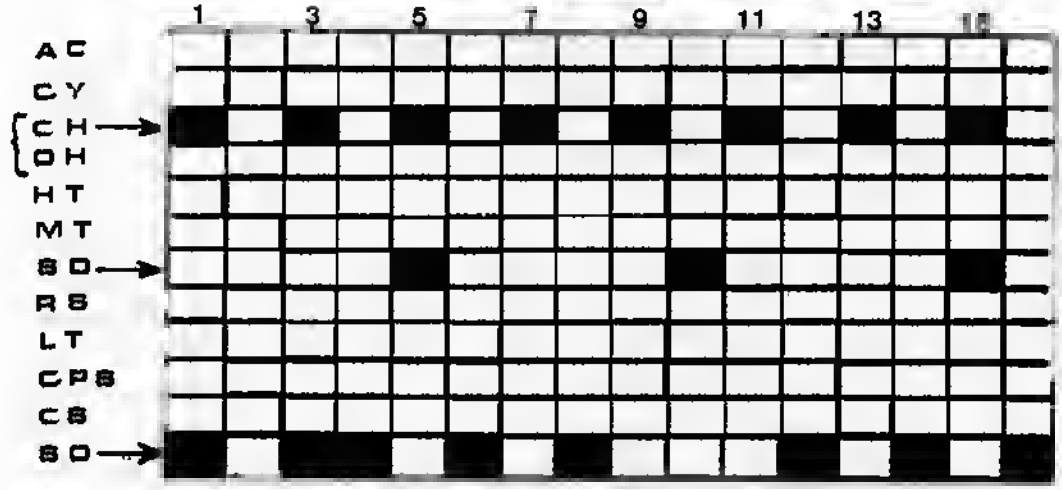
R&B:2

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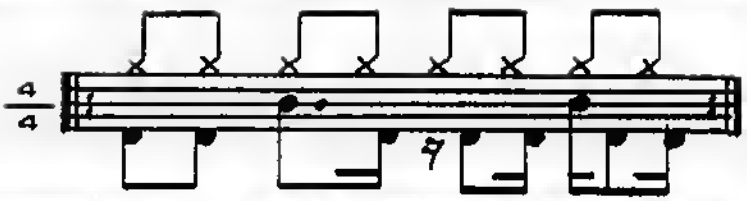
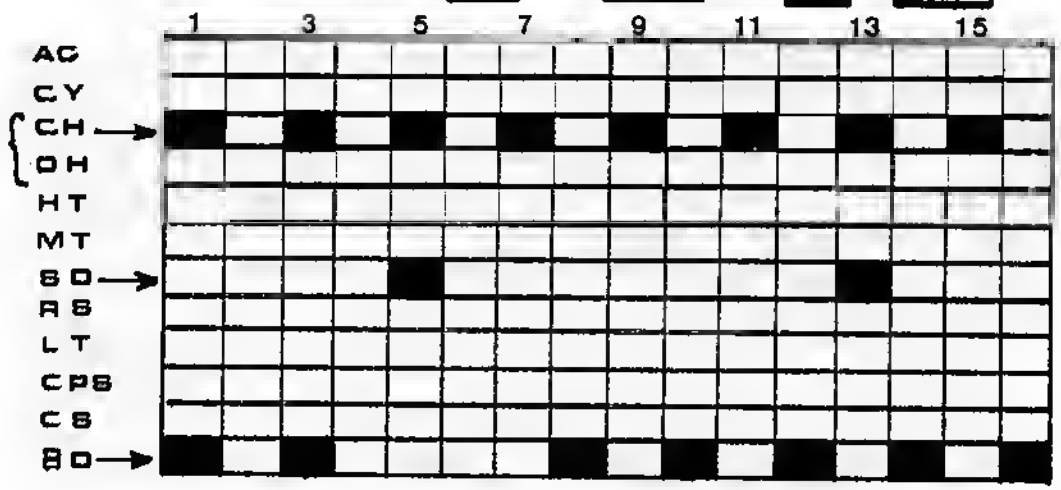
R&B:3

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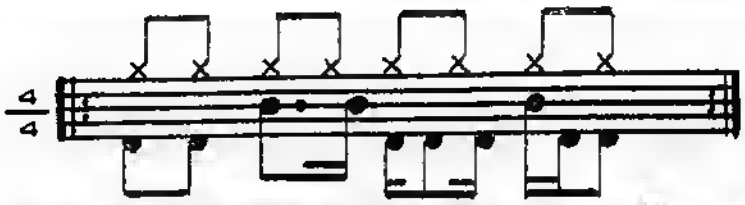
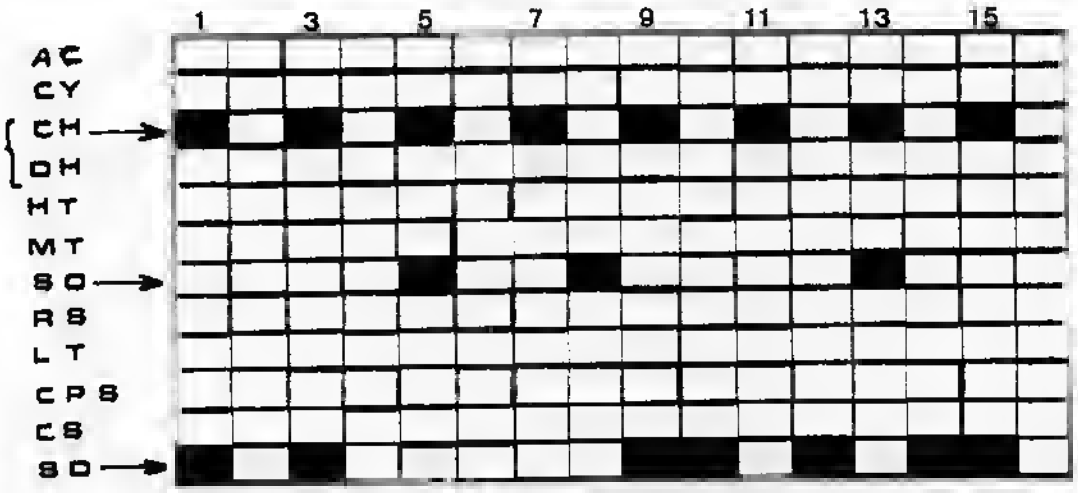
R&B : 4

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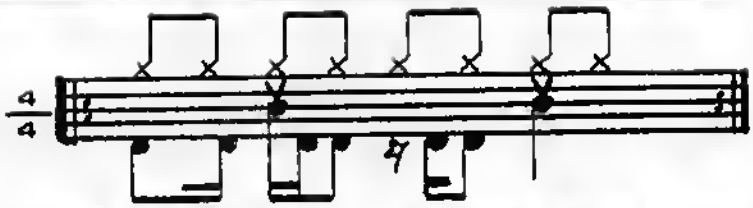
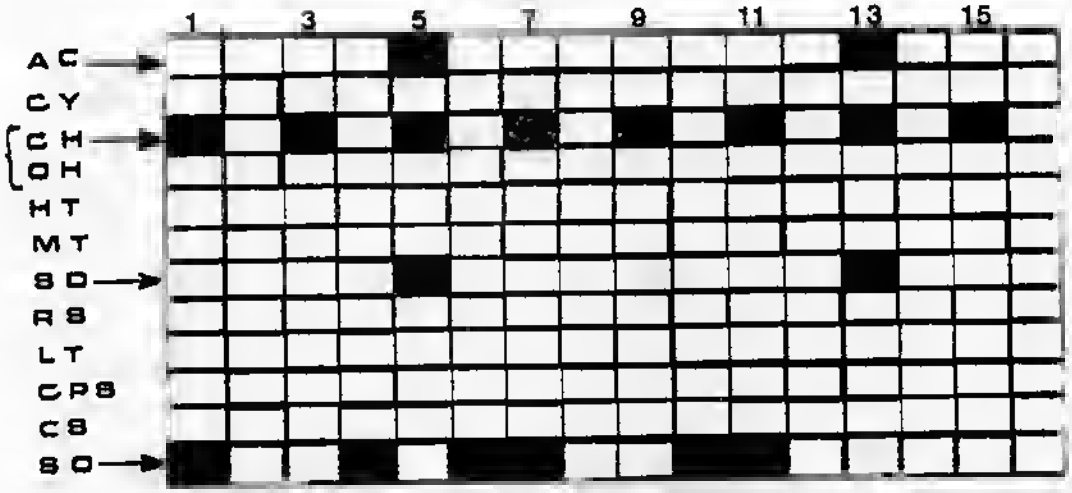
R&B : 5

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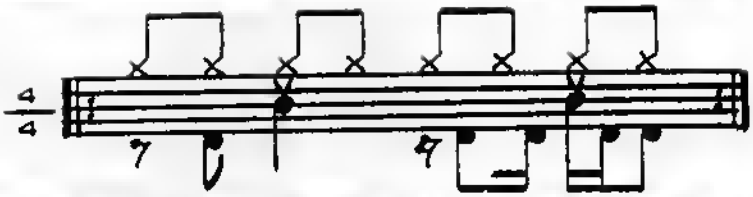
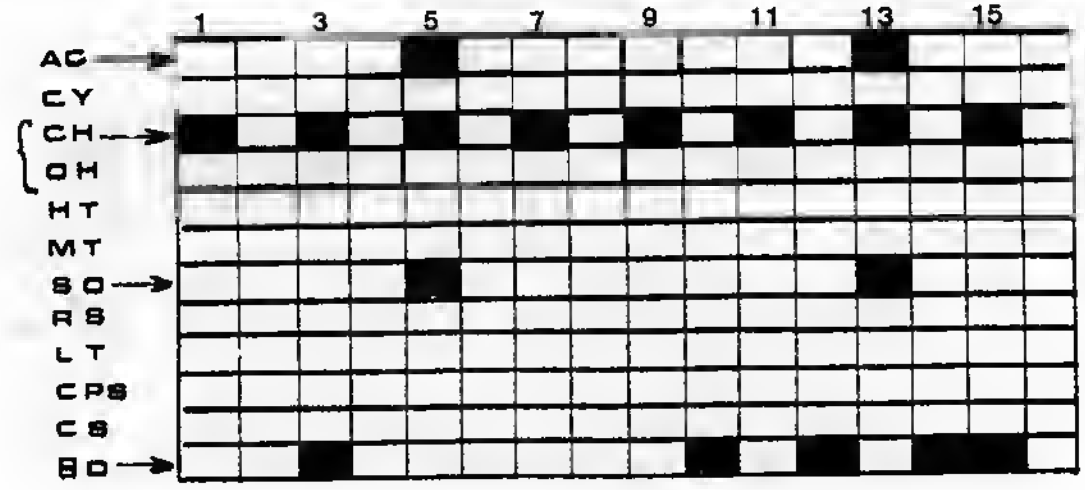
R&B : 6

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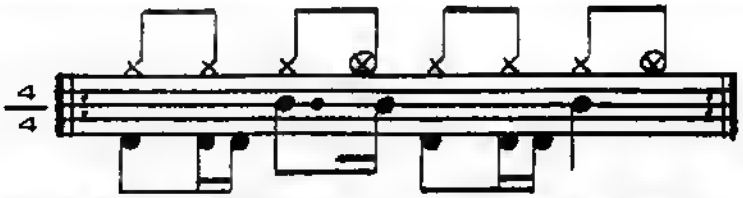
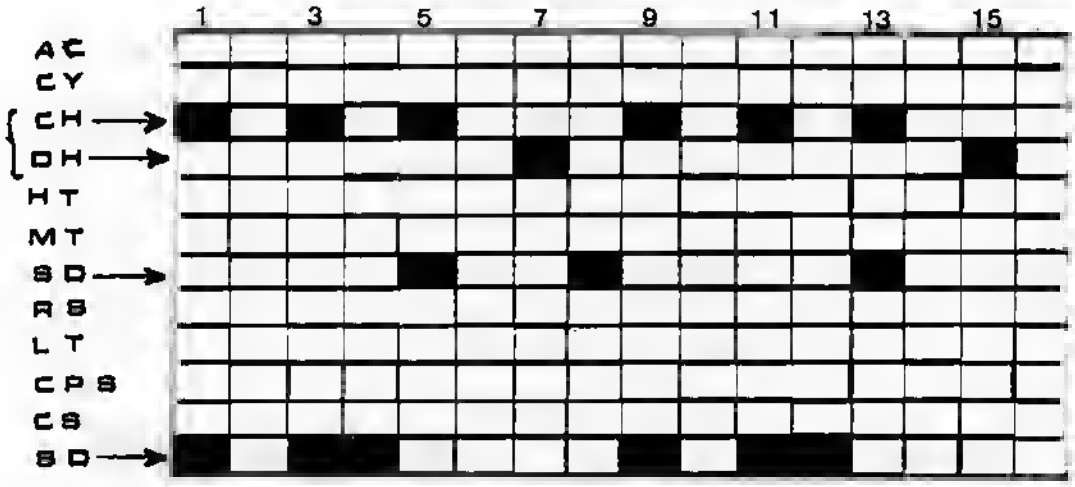
R&B:7

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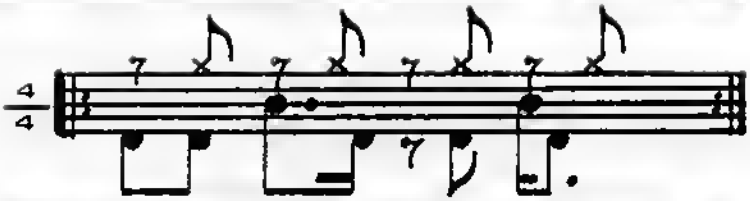
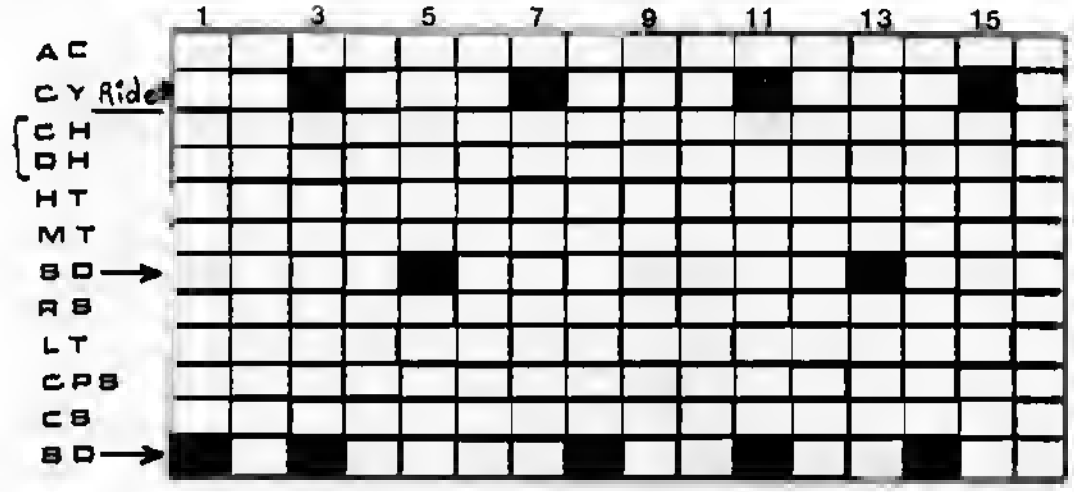
R&B:8

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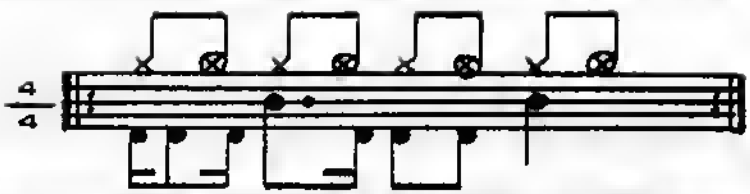
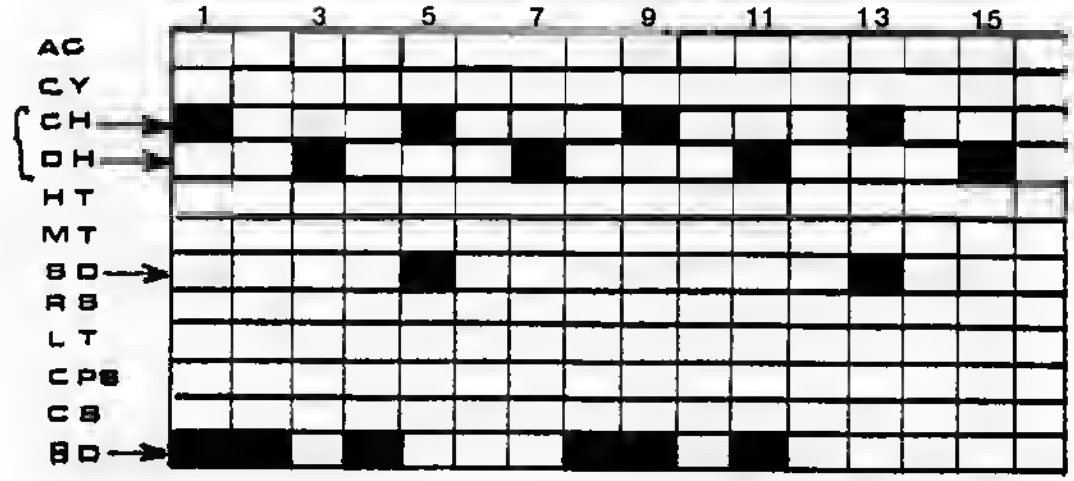
R&B:9

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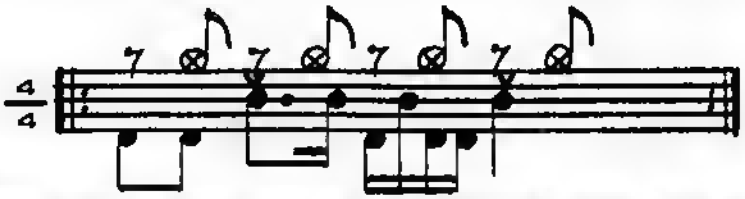
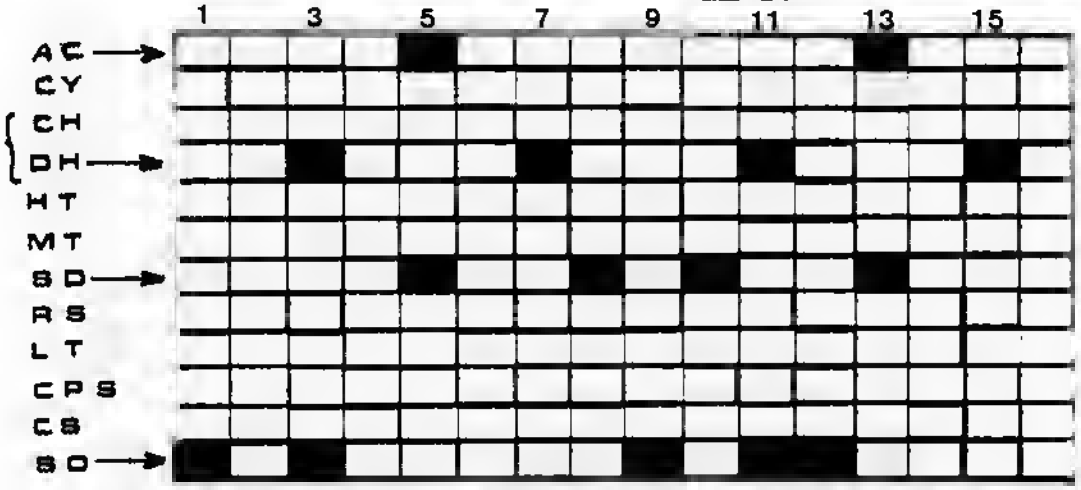
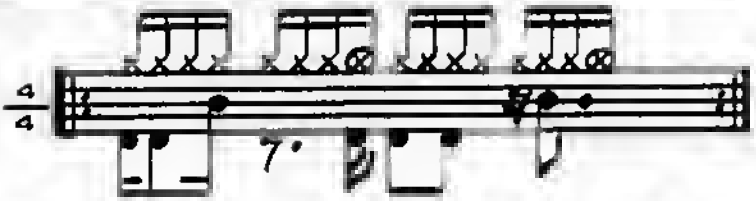
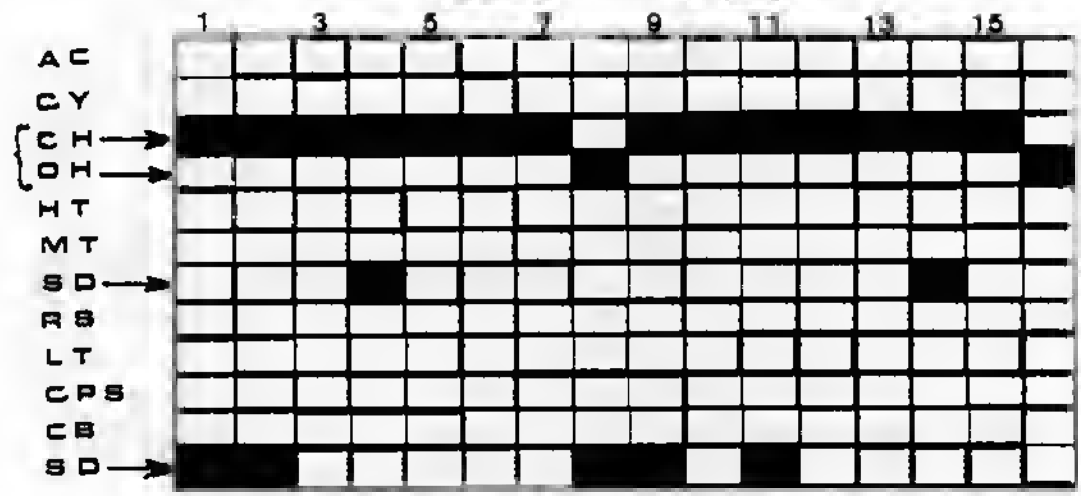
R&B:10



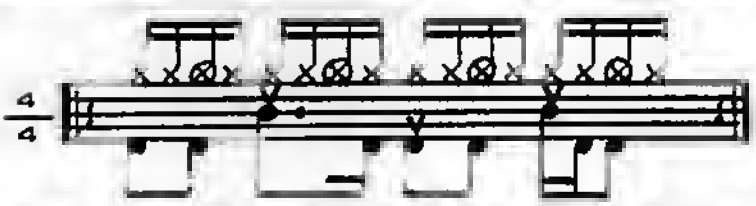


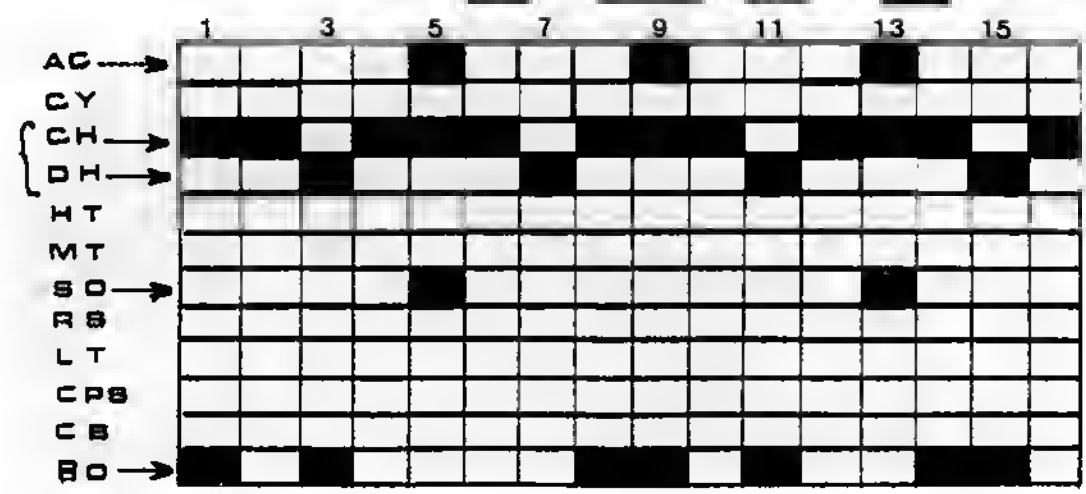
R&B:11





R&B:12





R & B

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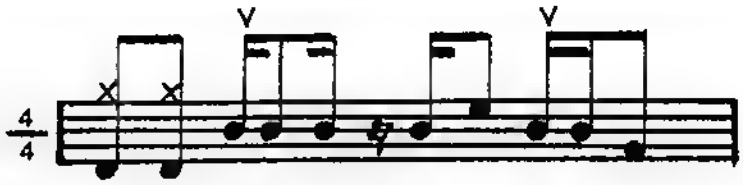
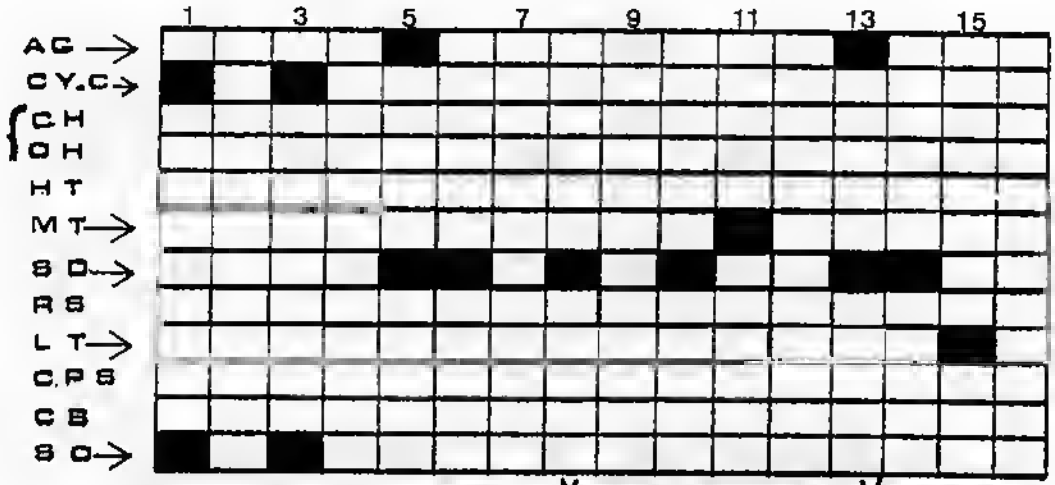
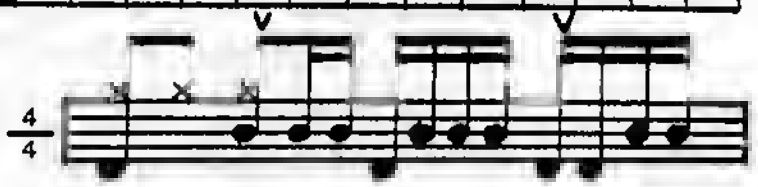
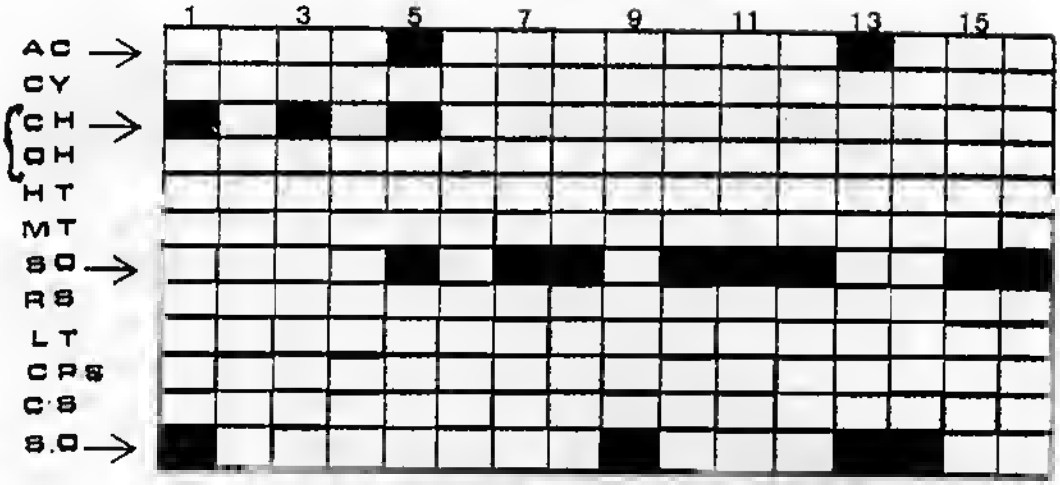


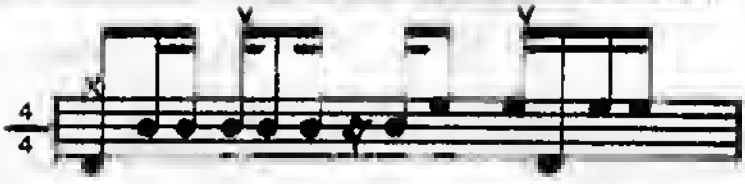


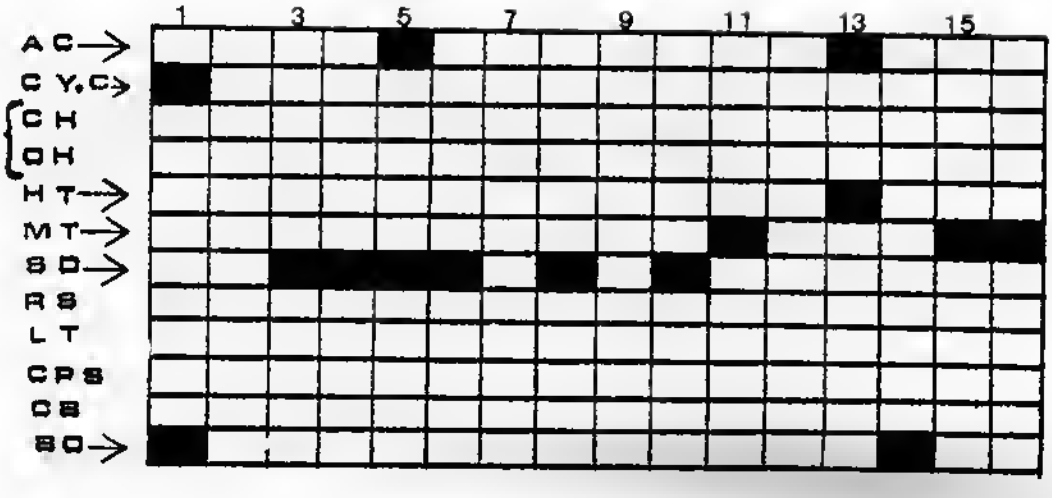
Break : 2





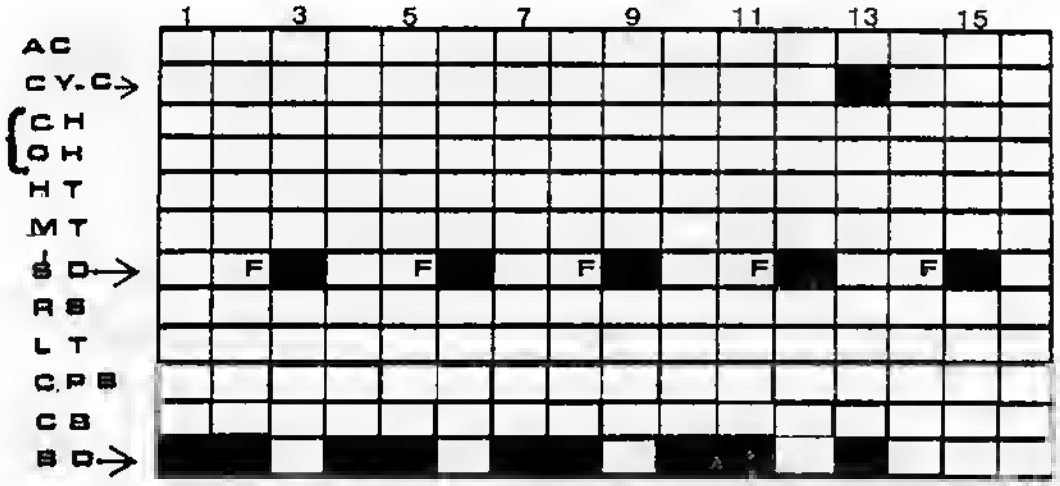
Break : 3



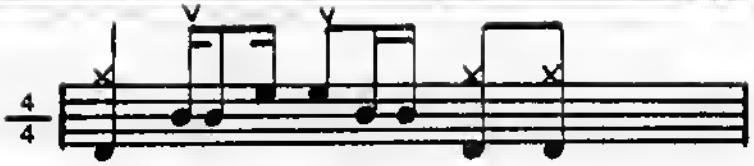


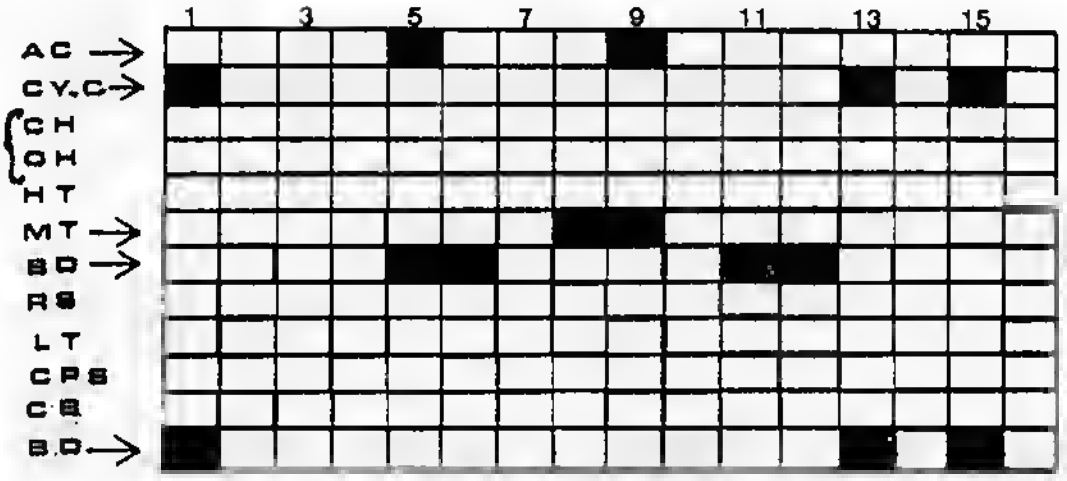
R & B

Break : 4

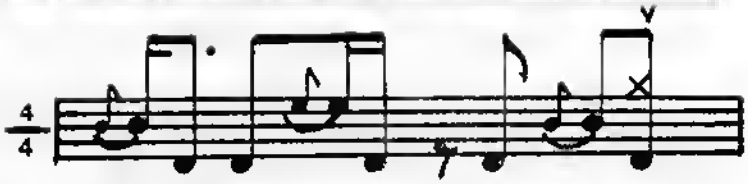


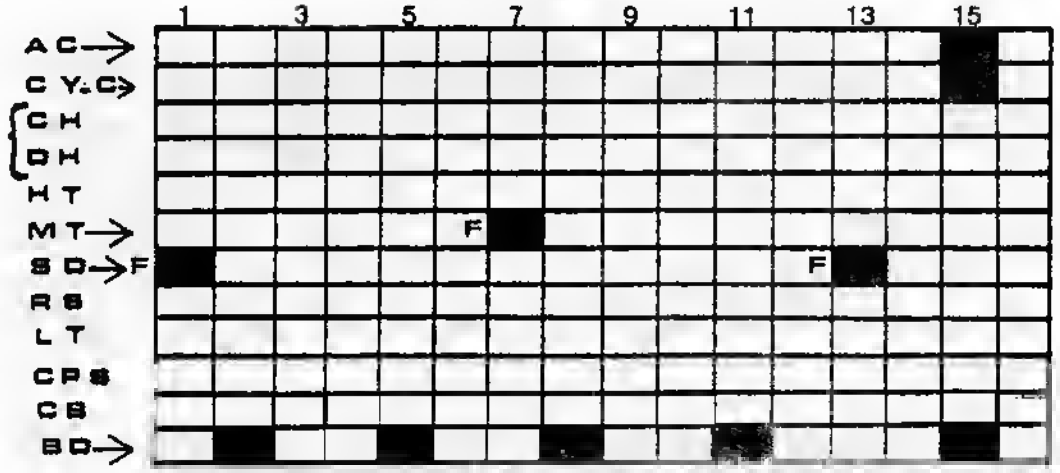
Break : 5



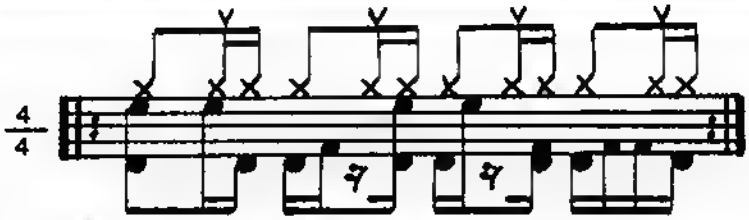


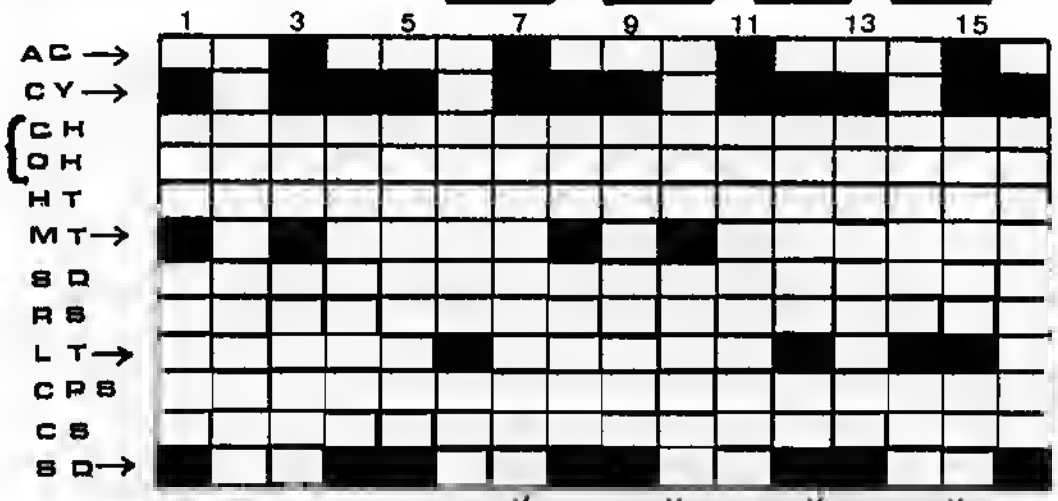
Break : 6





Samba : 1





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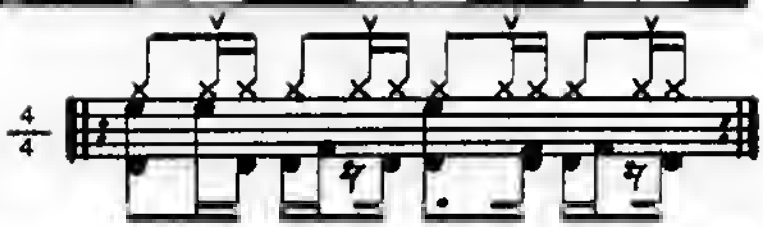

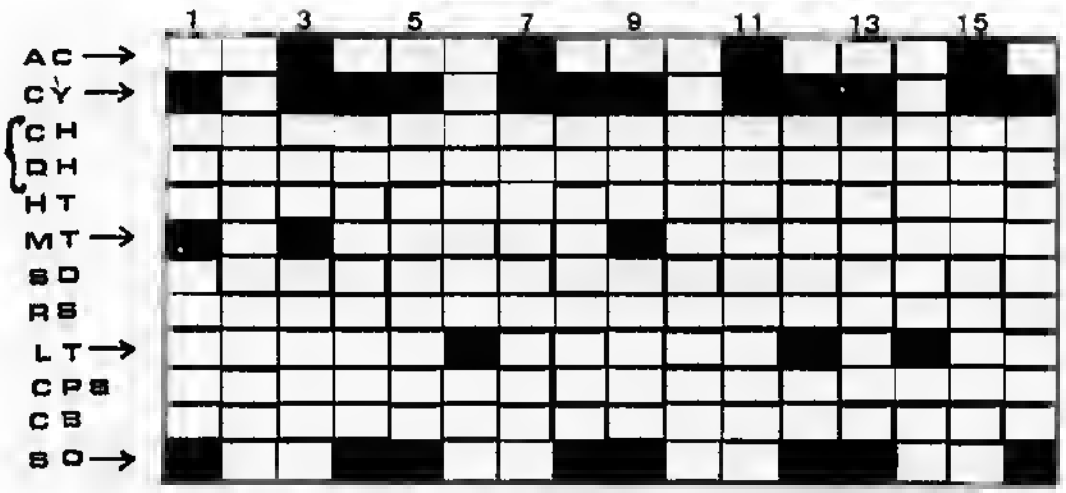

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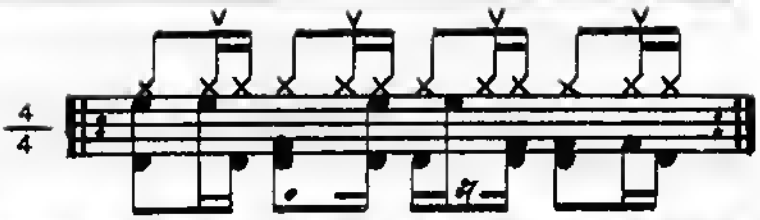

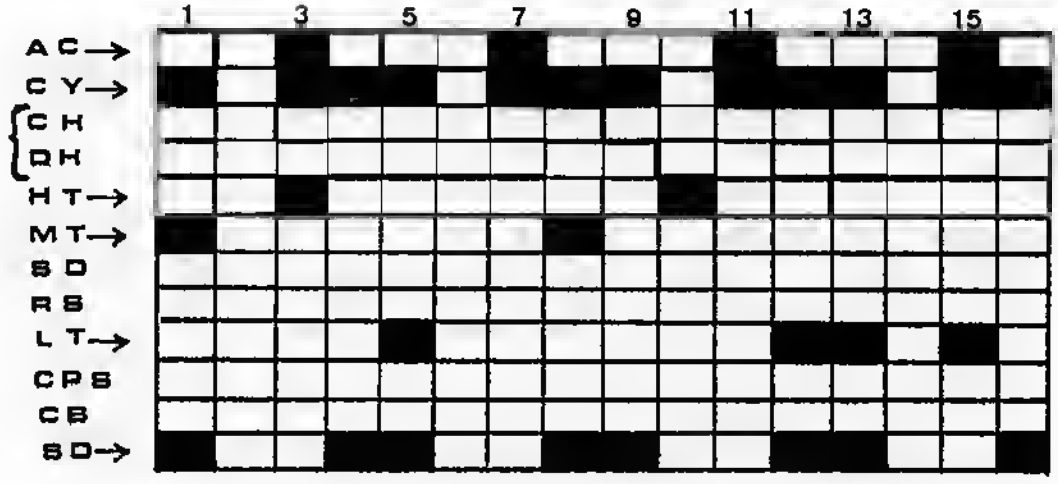

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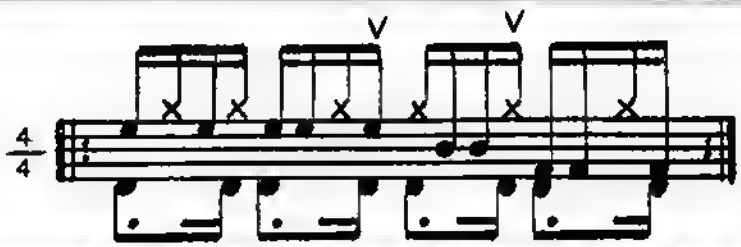

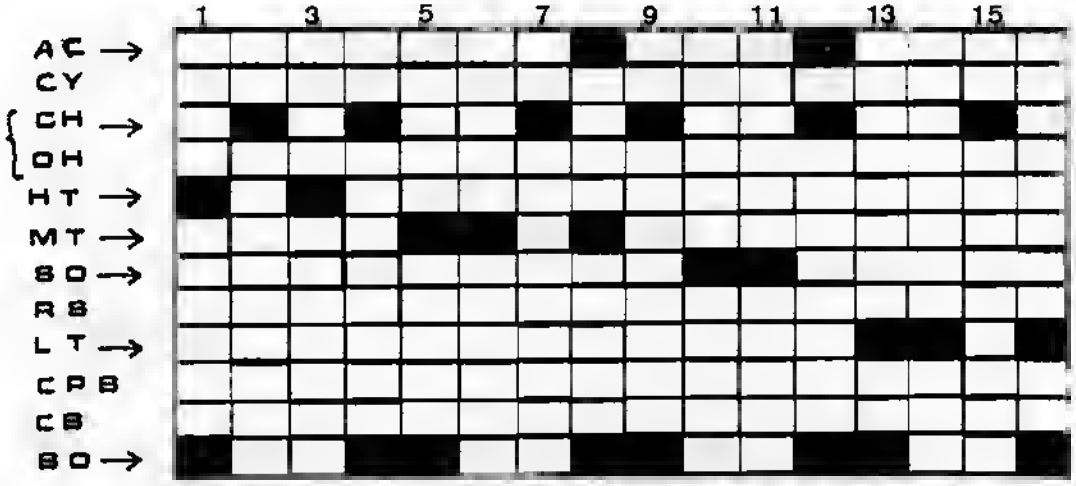

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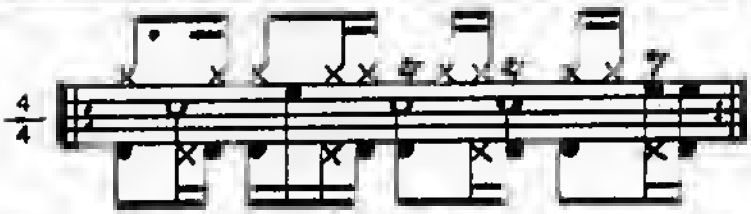

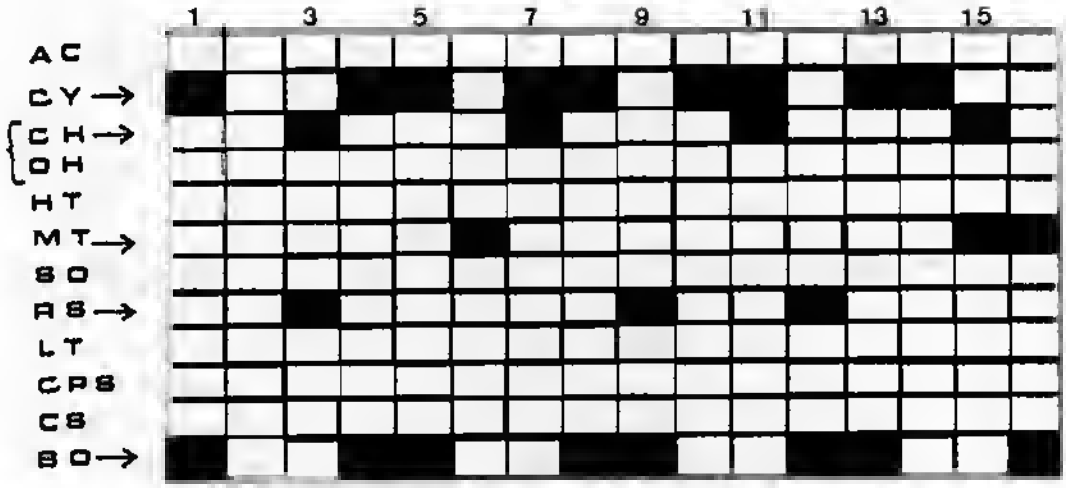

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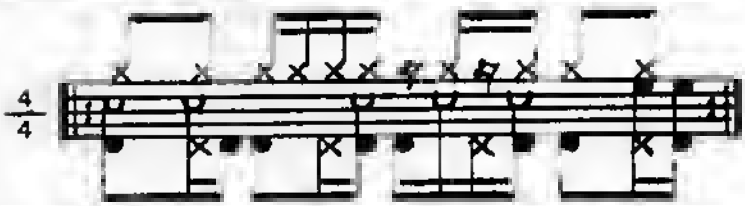
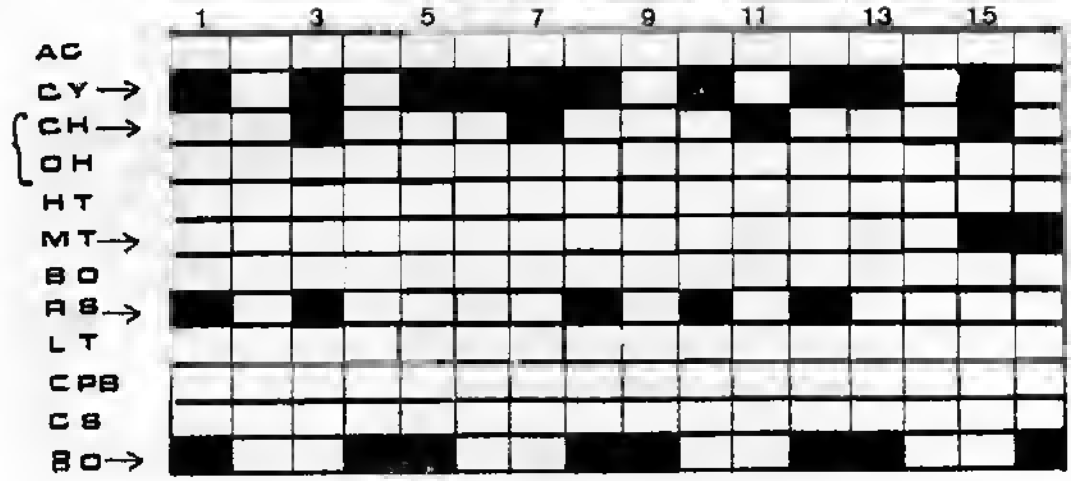
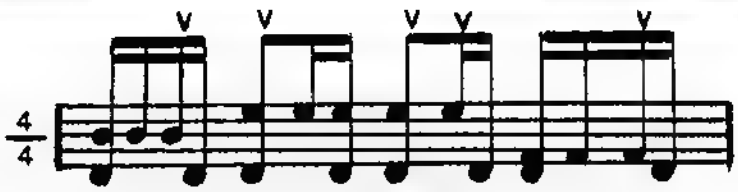
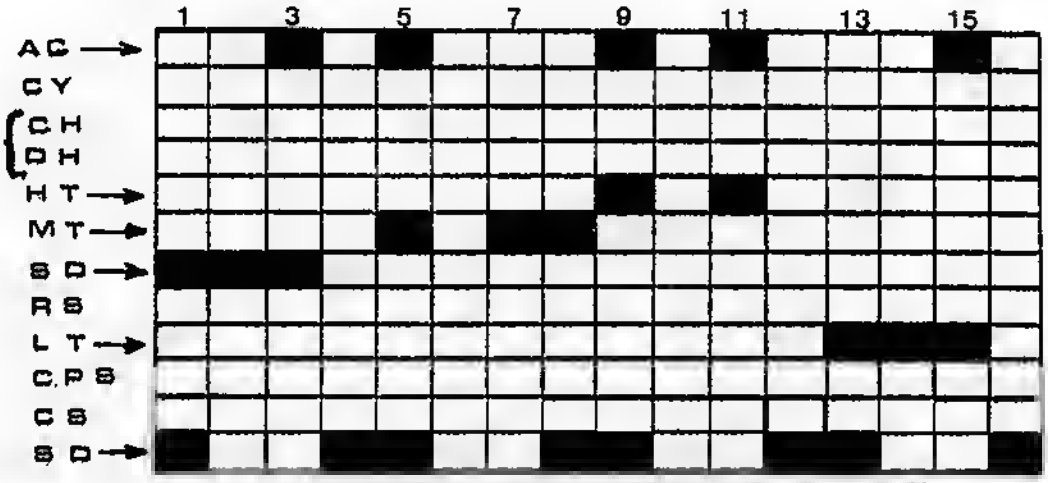




SAMBA

Break : 1





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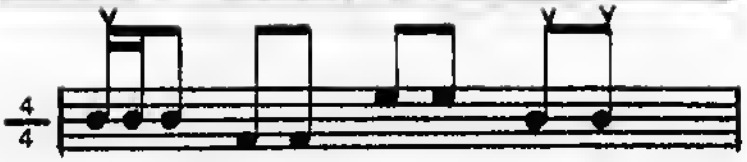

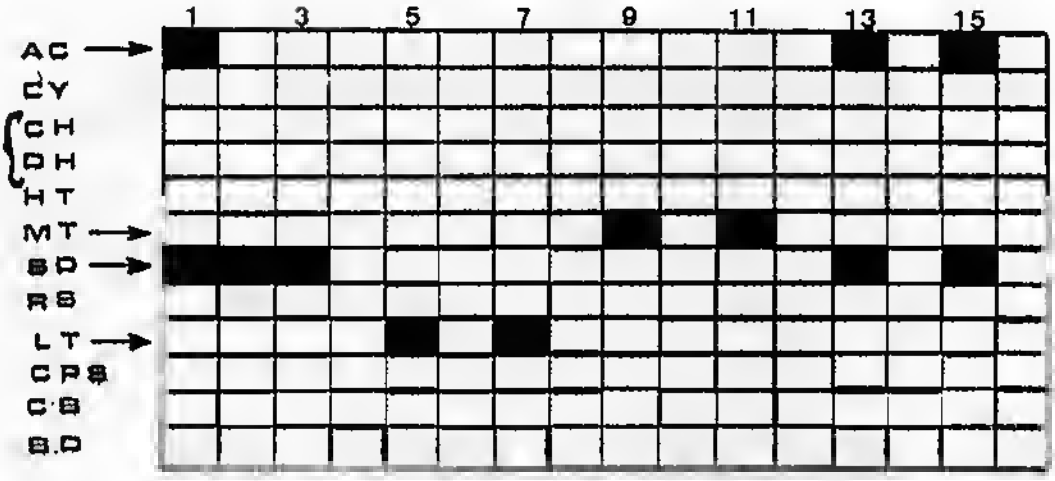

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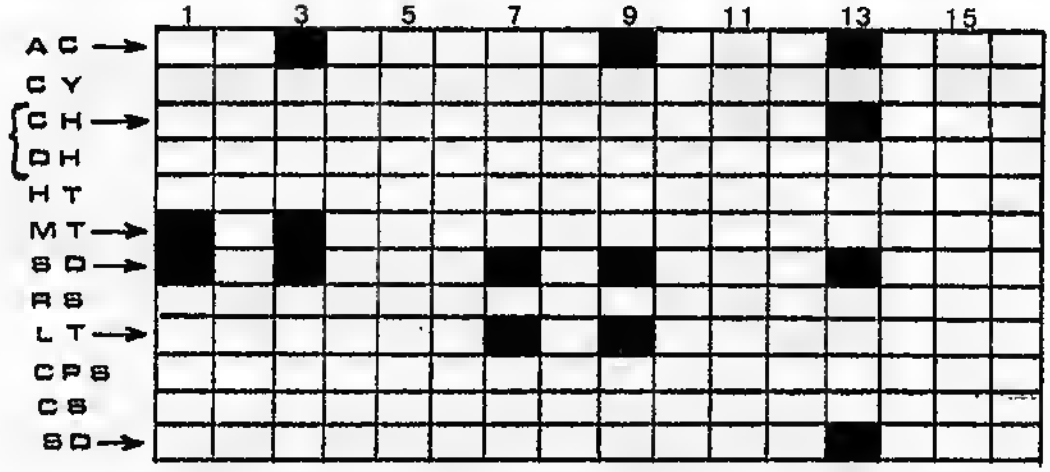
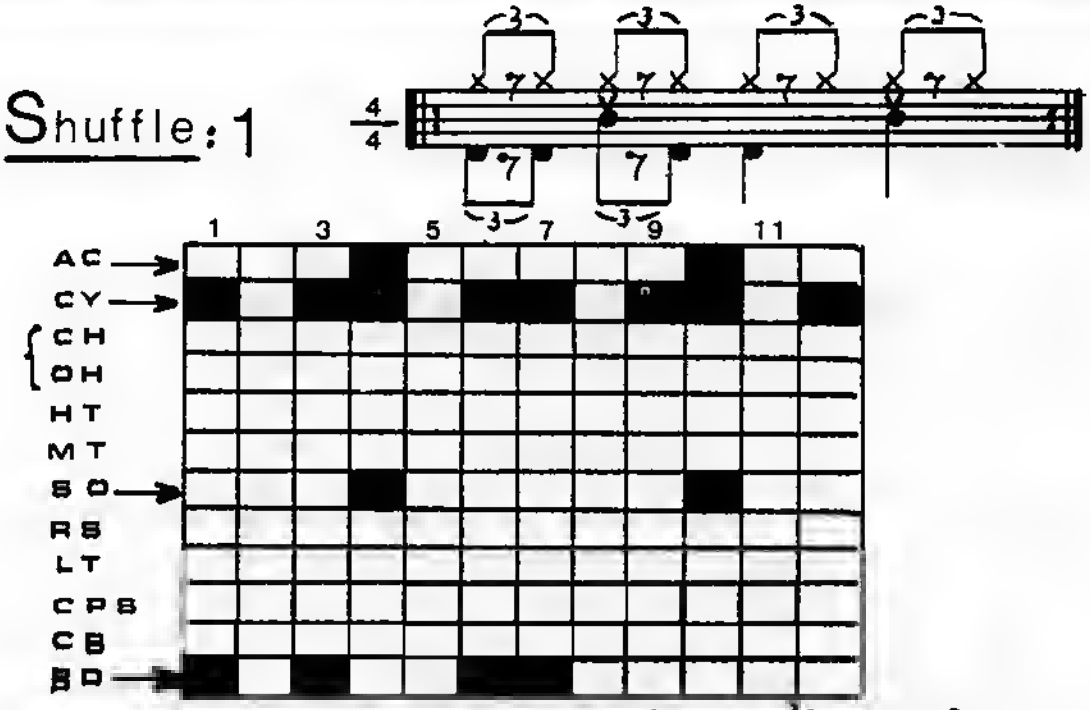


Shuffle: 1



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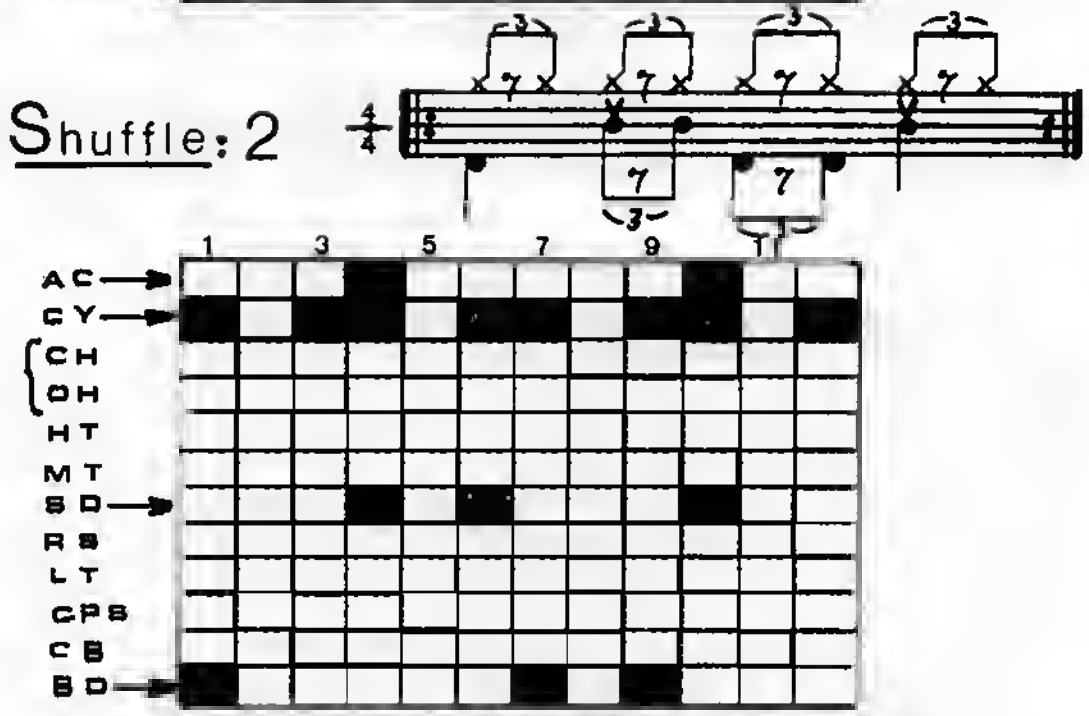

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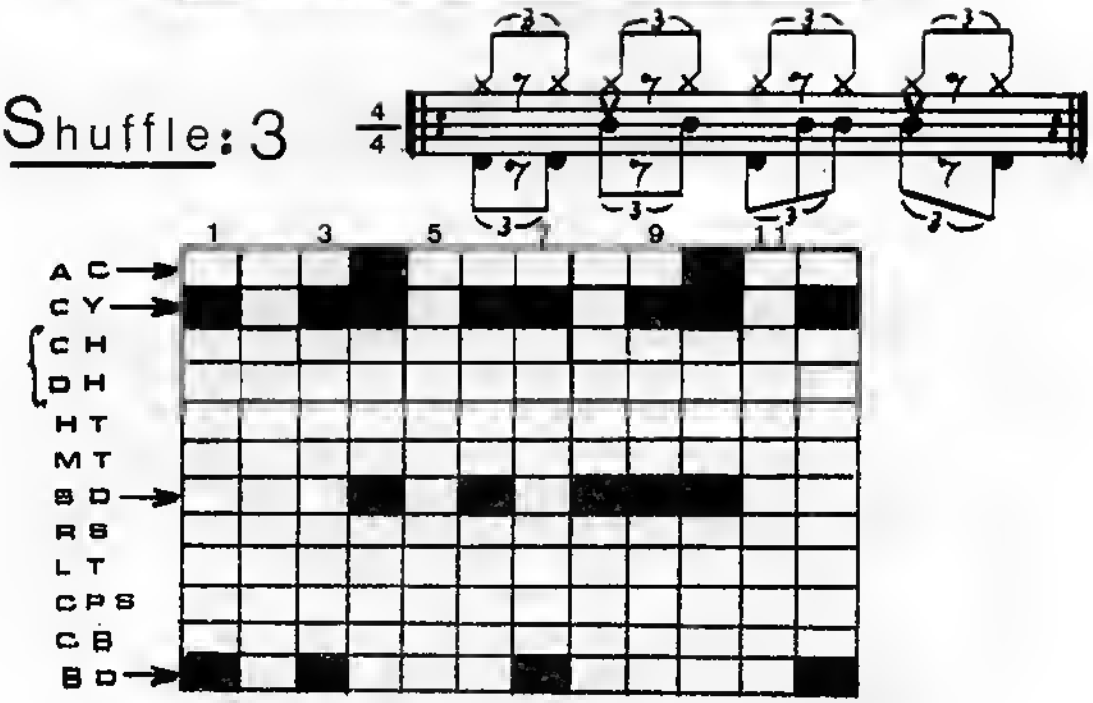

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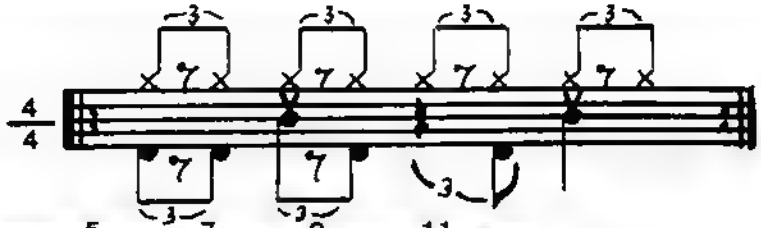

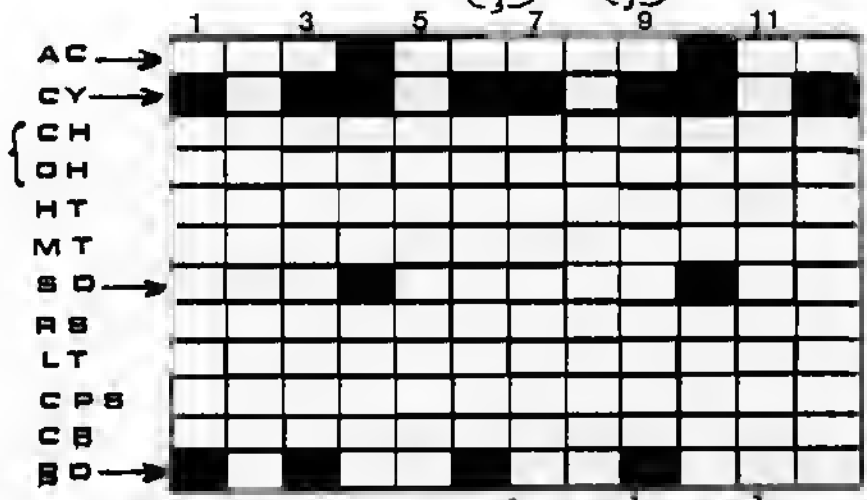

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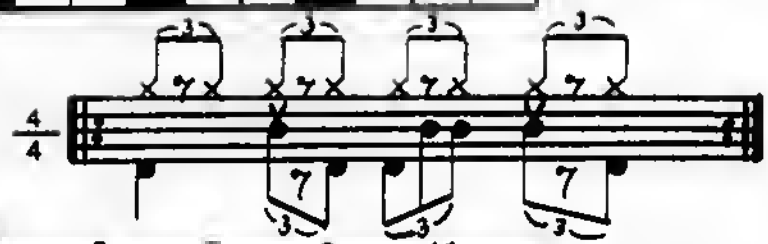

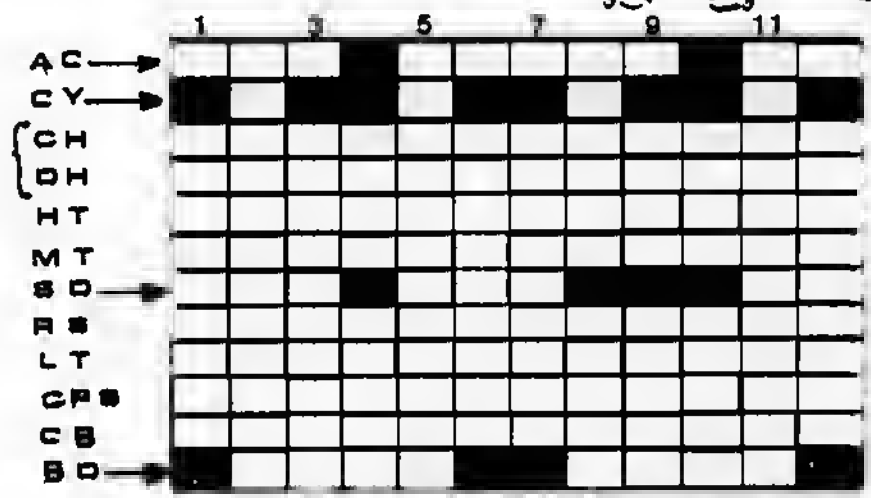

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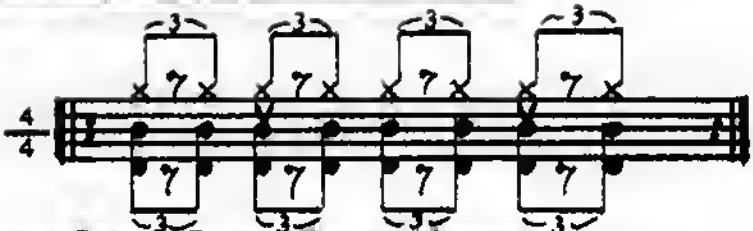

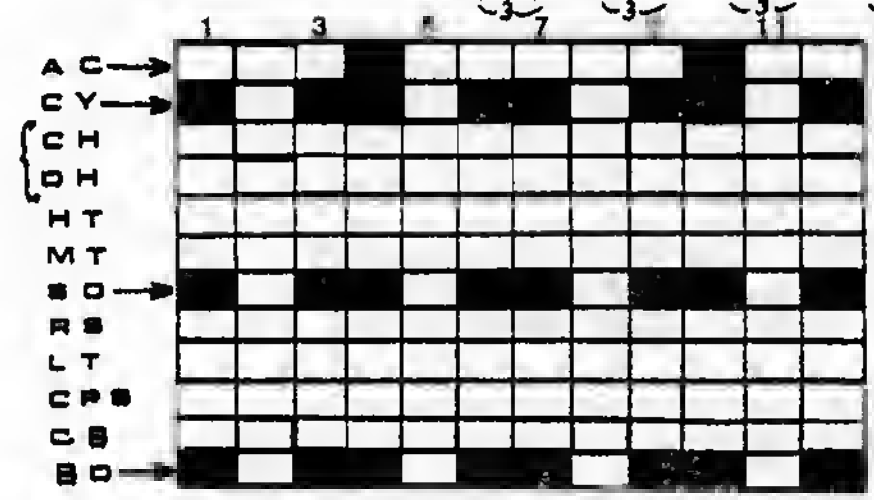

SHUFFLE

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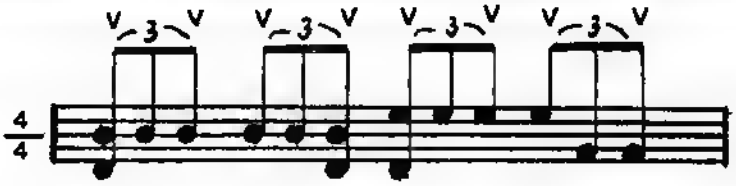

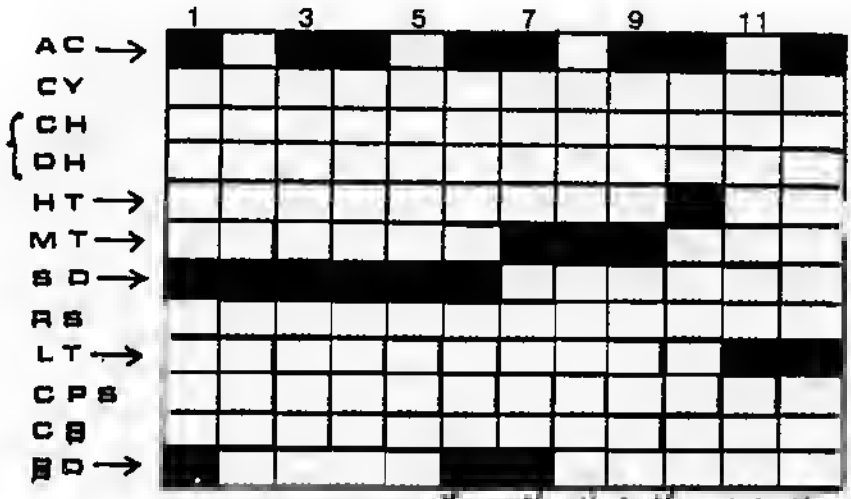

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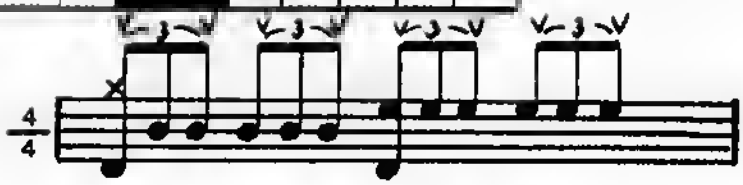

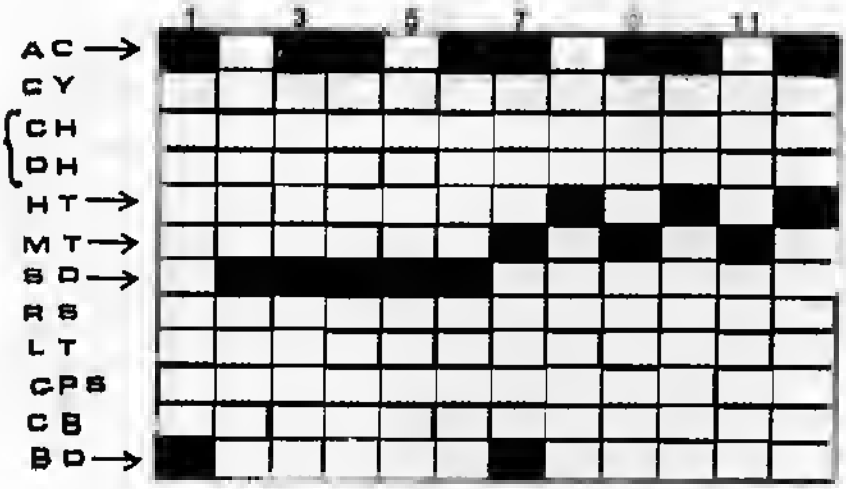

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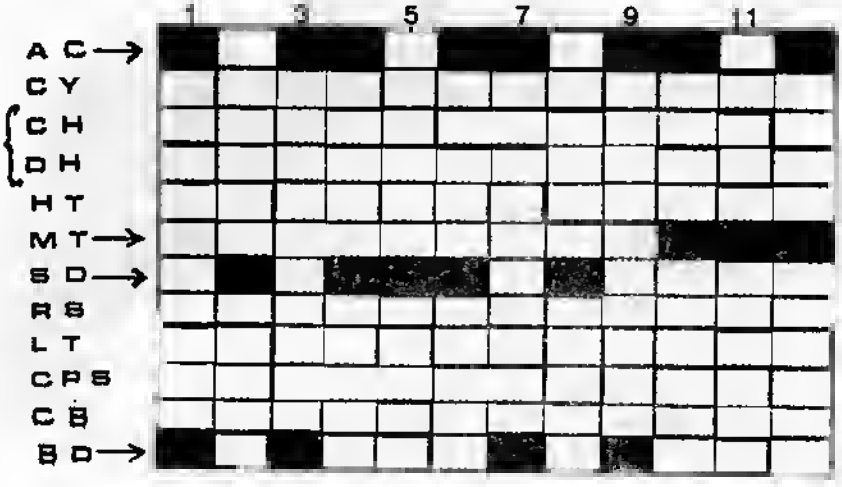

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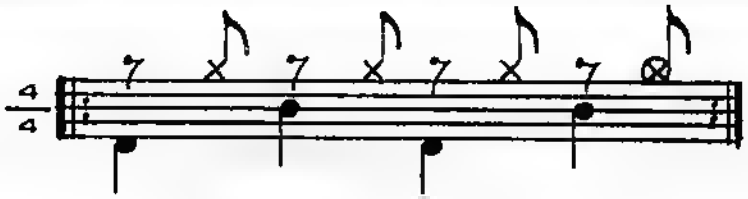

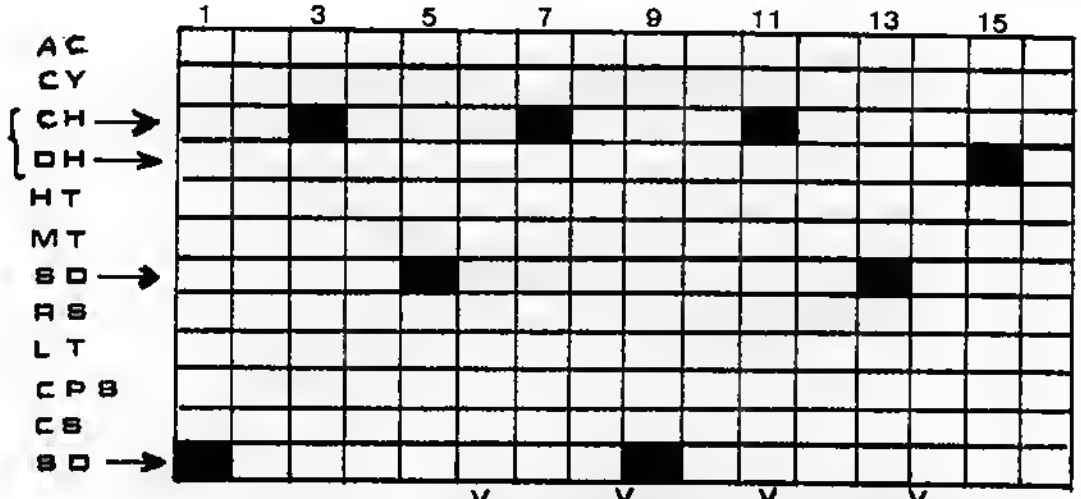

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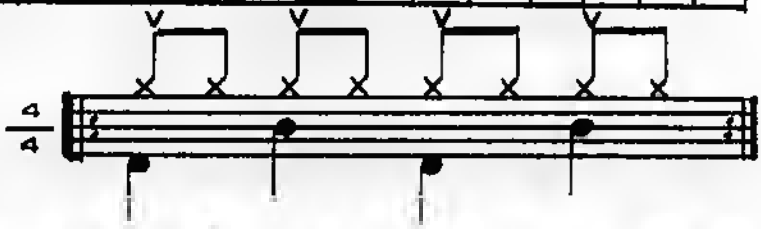

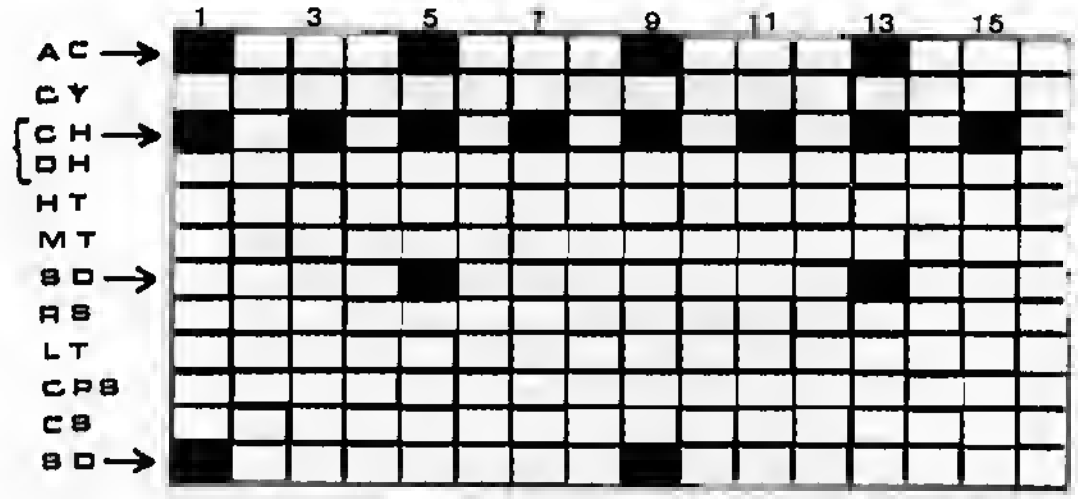

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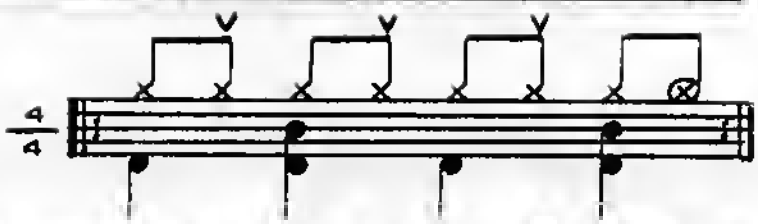
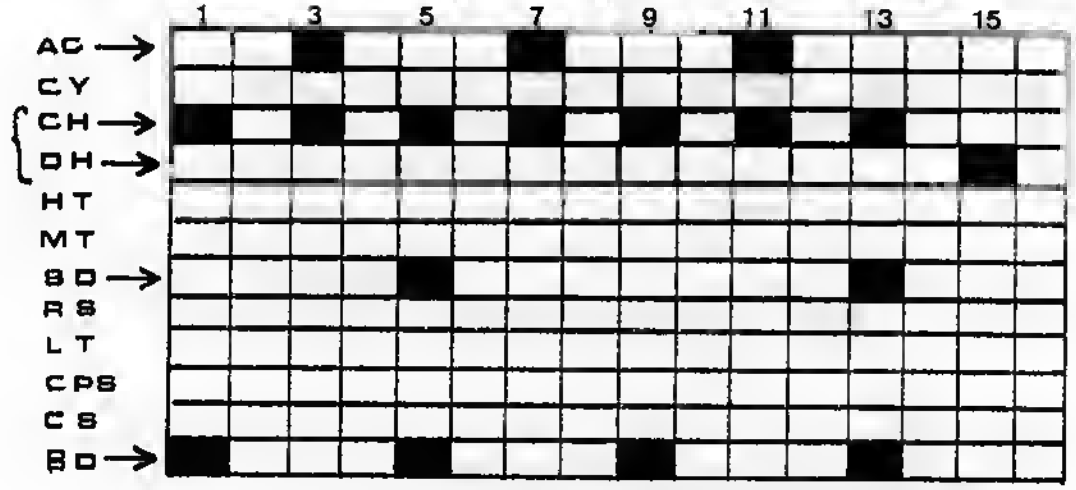
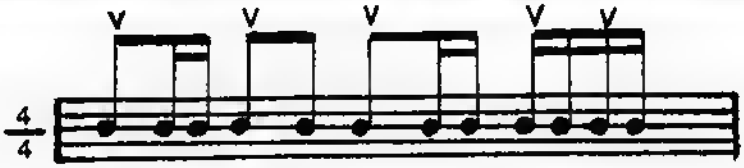
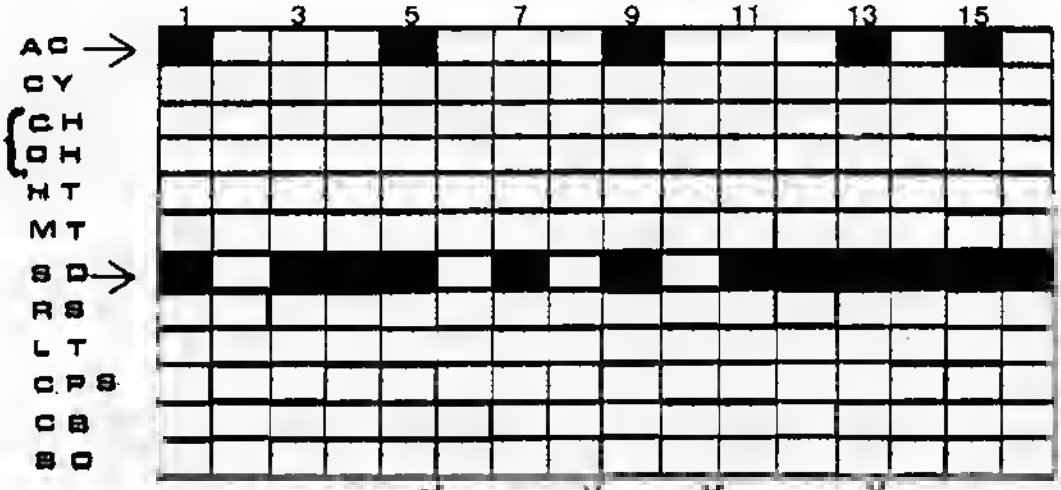


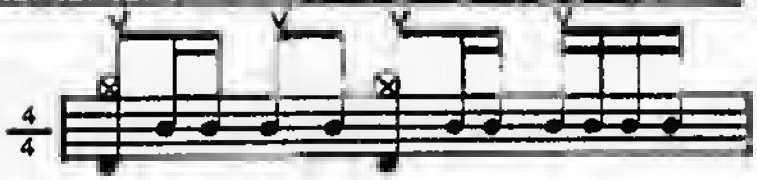


SKA

Break: 1







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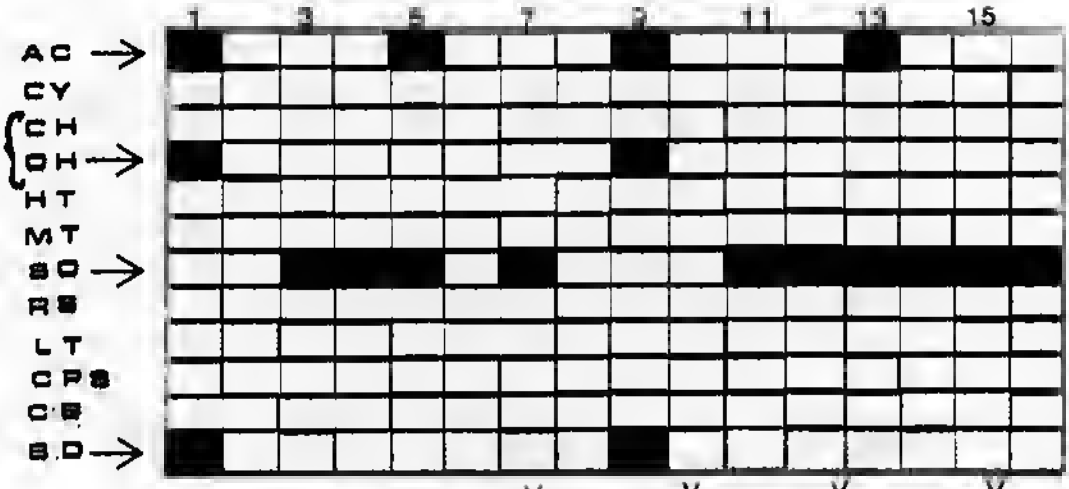

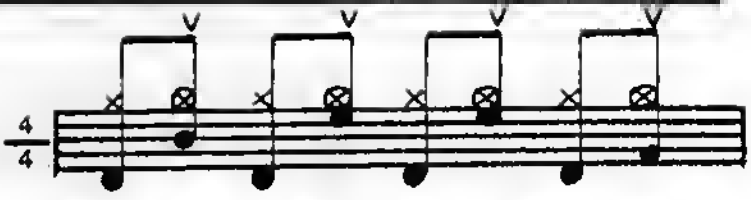

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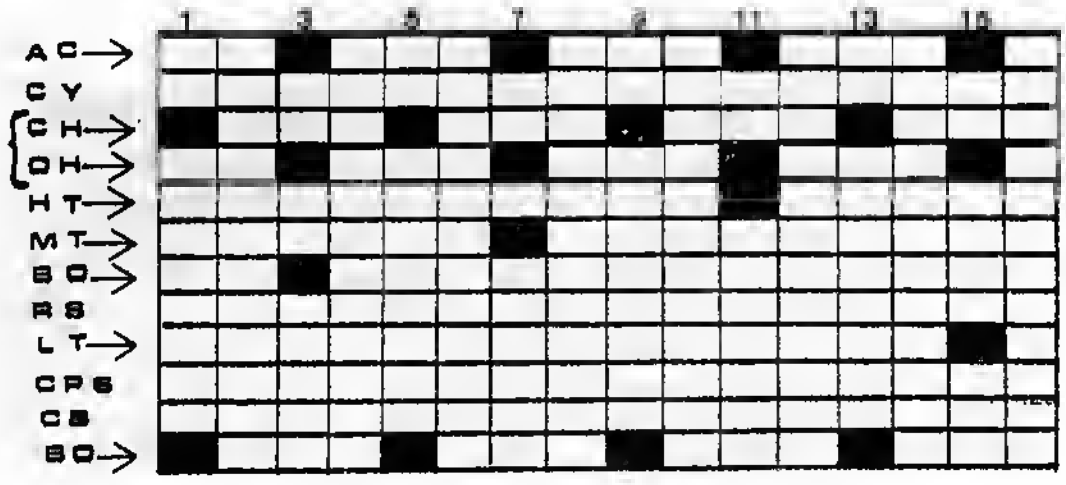

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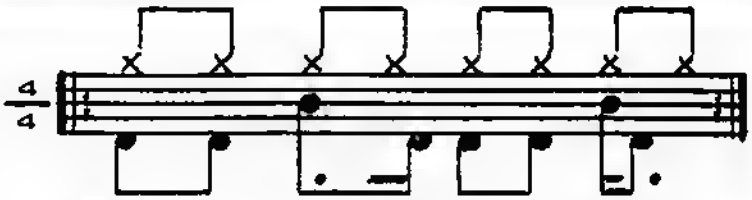

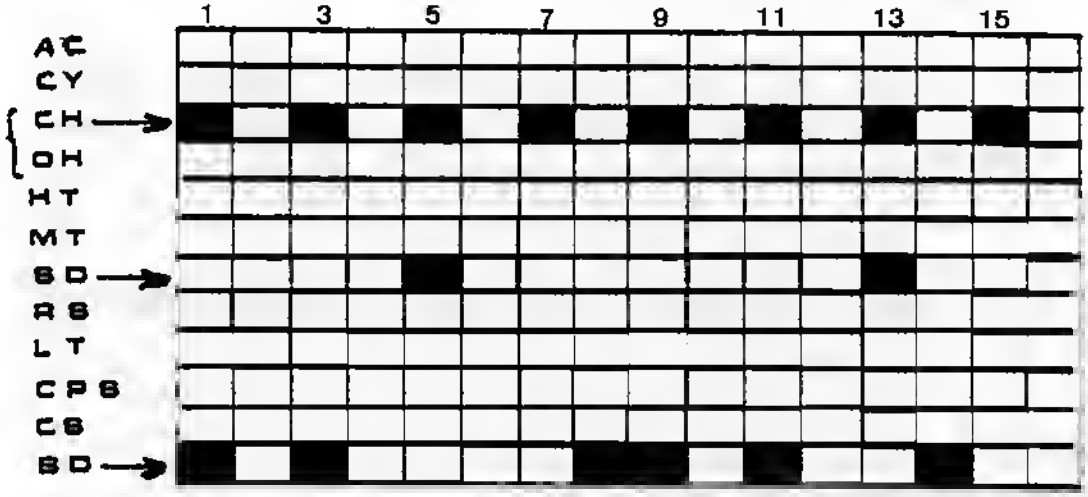

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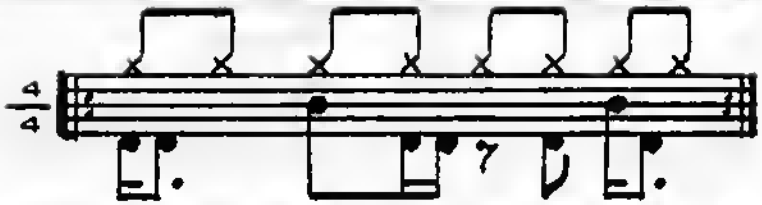

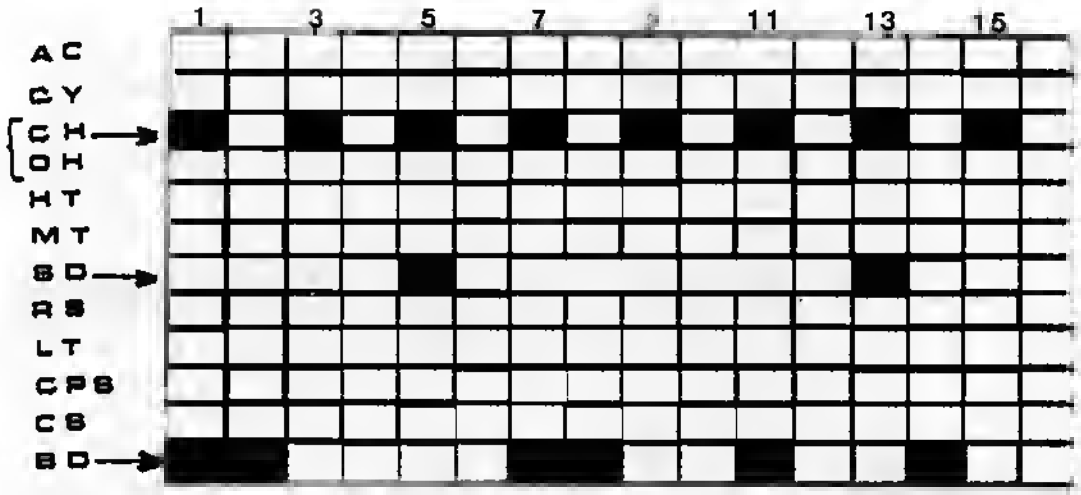

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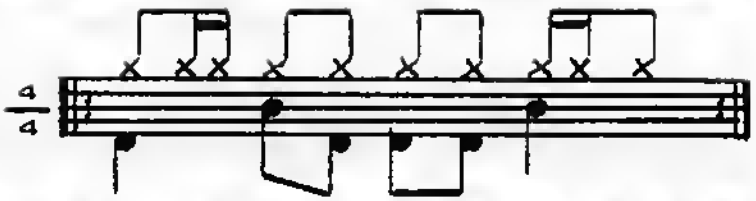
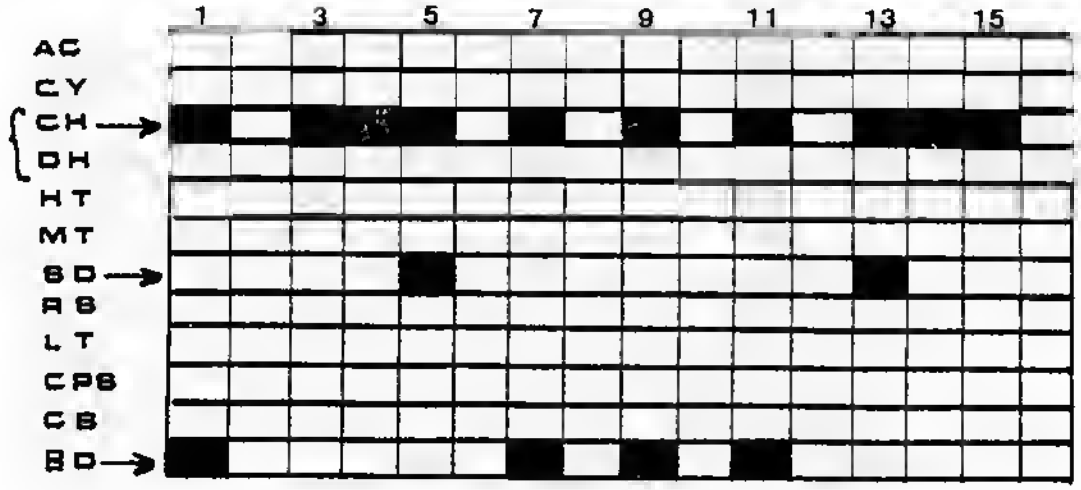
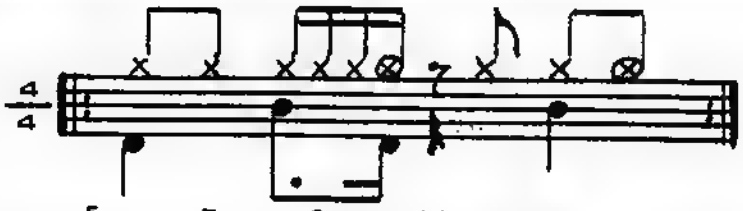
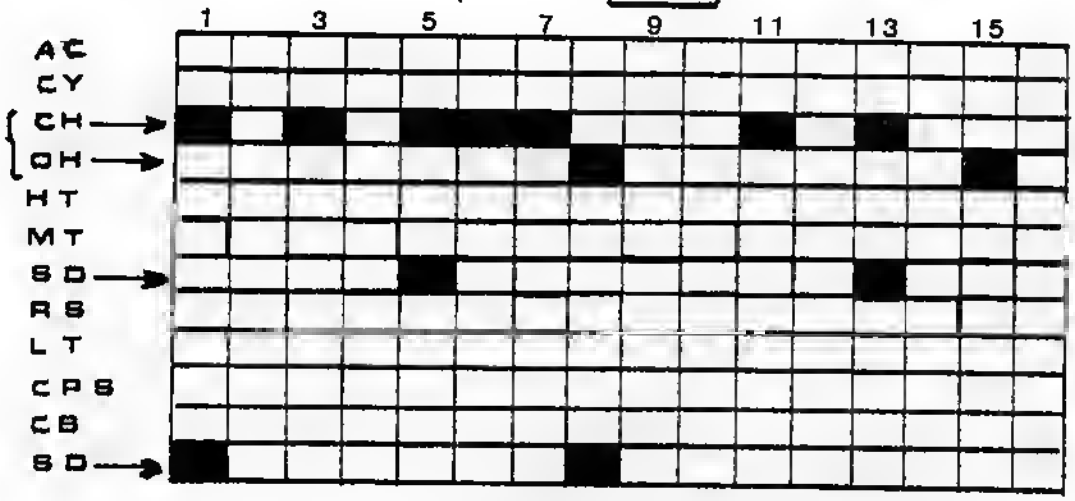


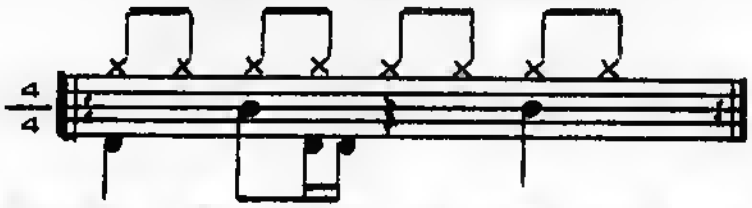


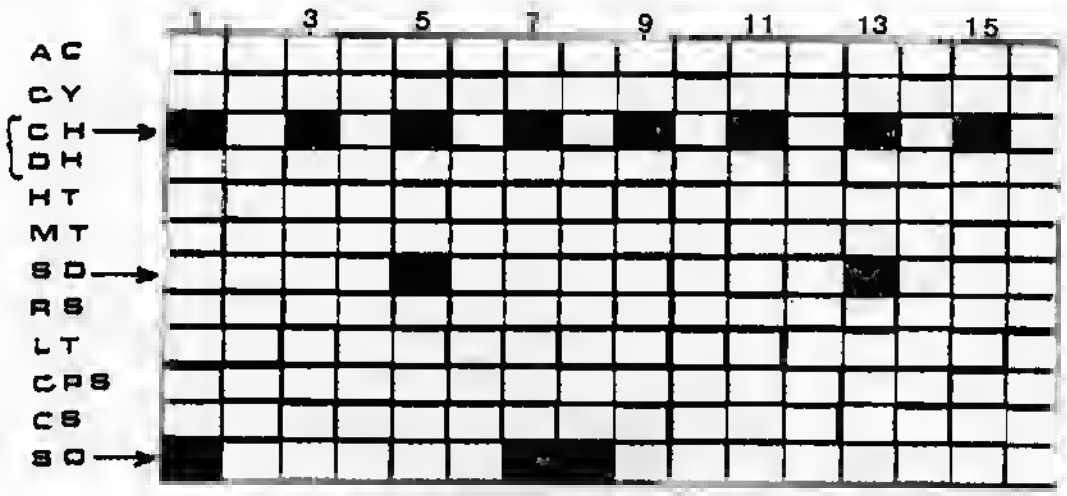
Slow : 4



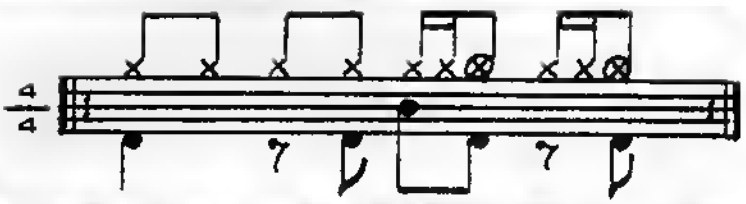


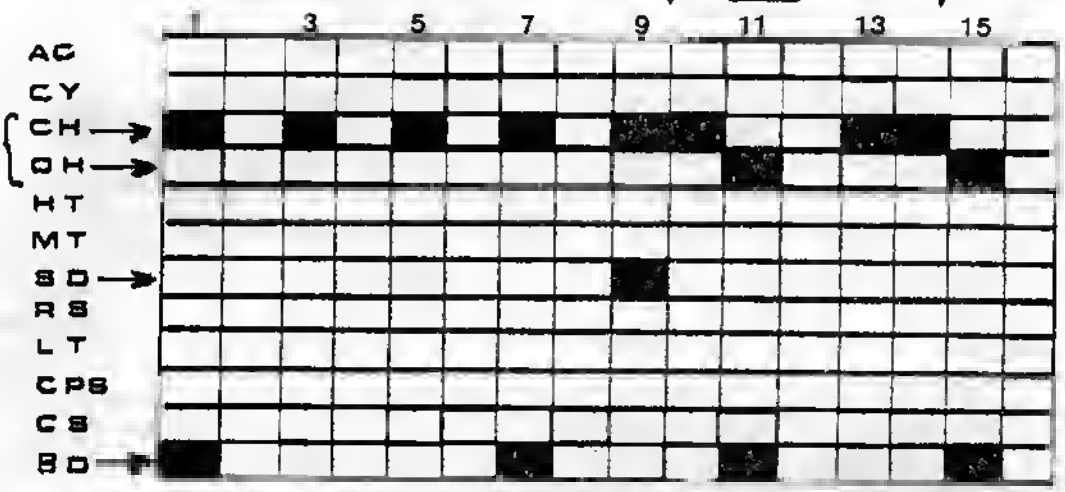
Slow : 5



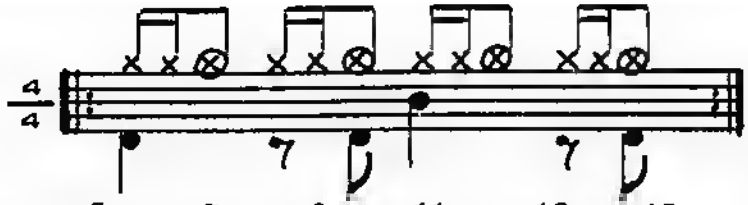


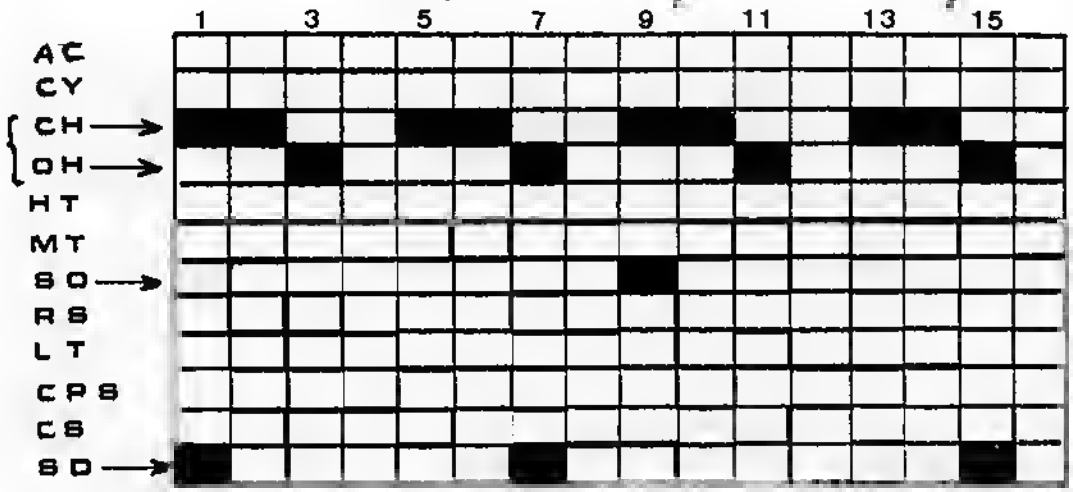
Slow : 6





Slow : 7





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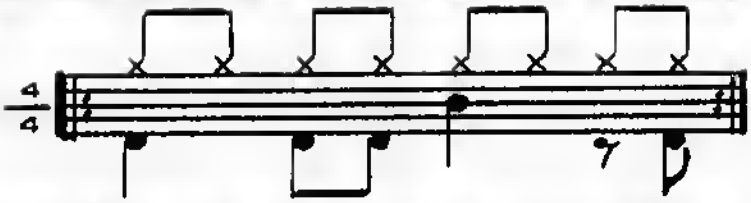
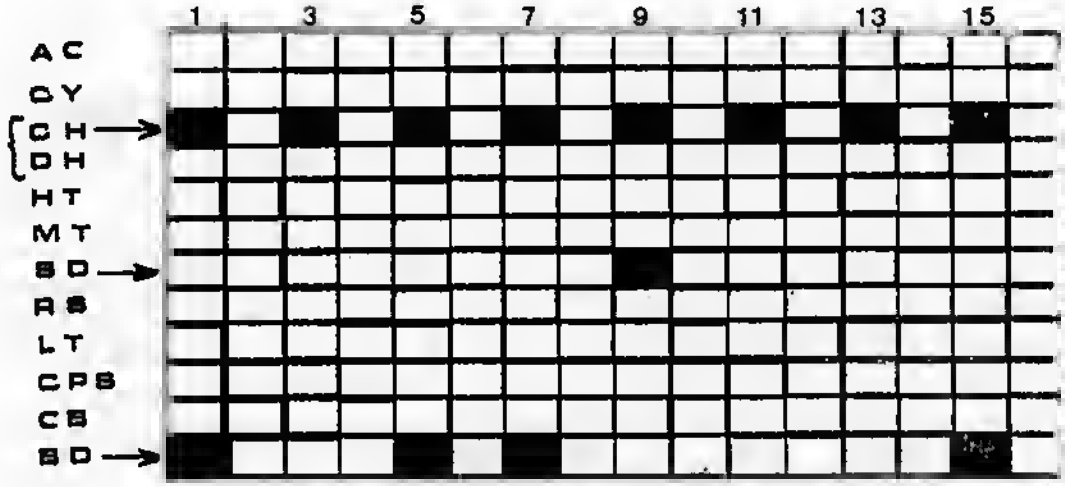
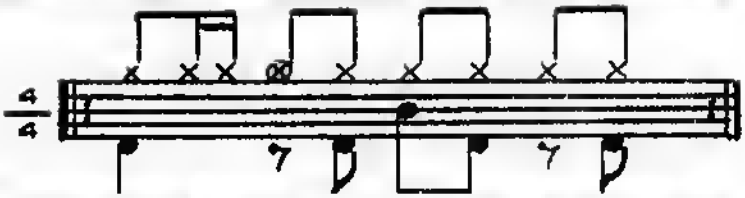
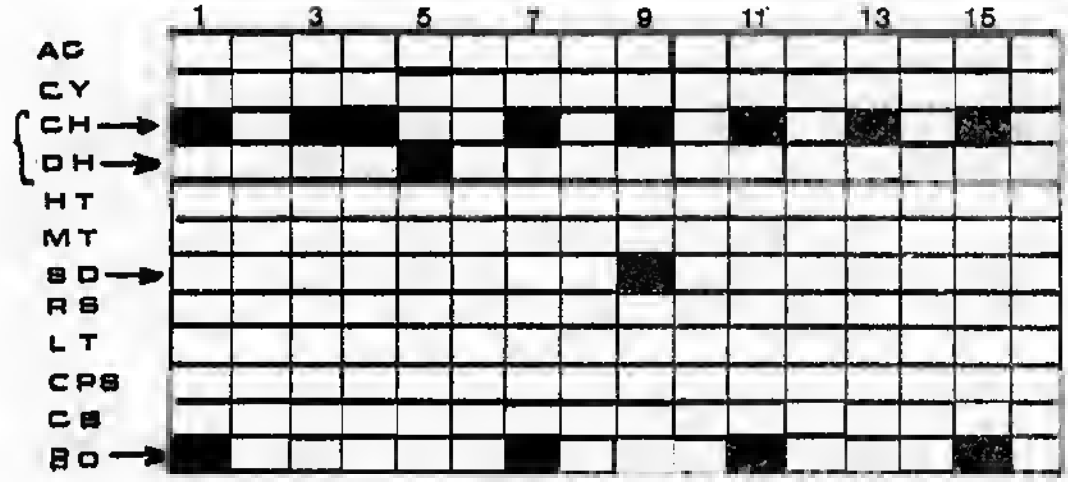


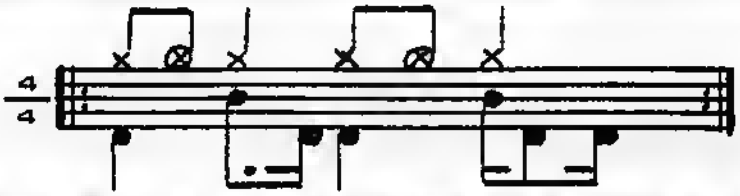


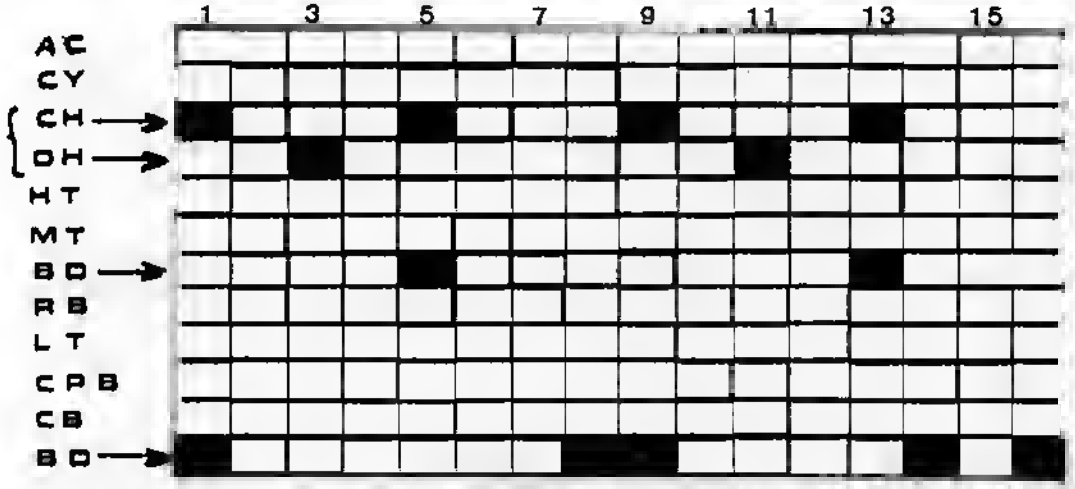
Slow : 9



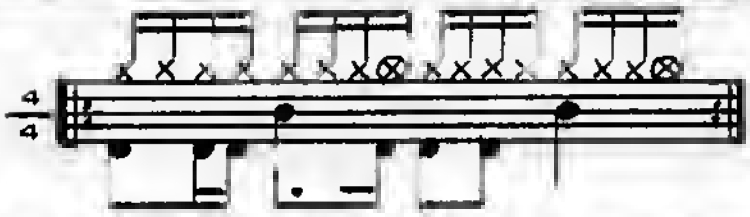


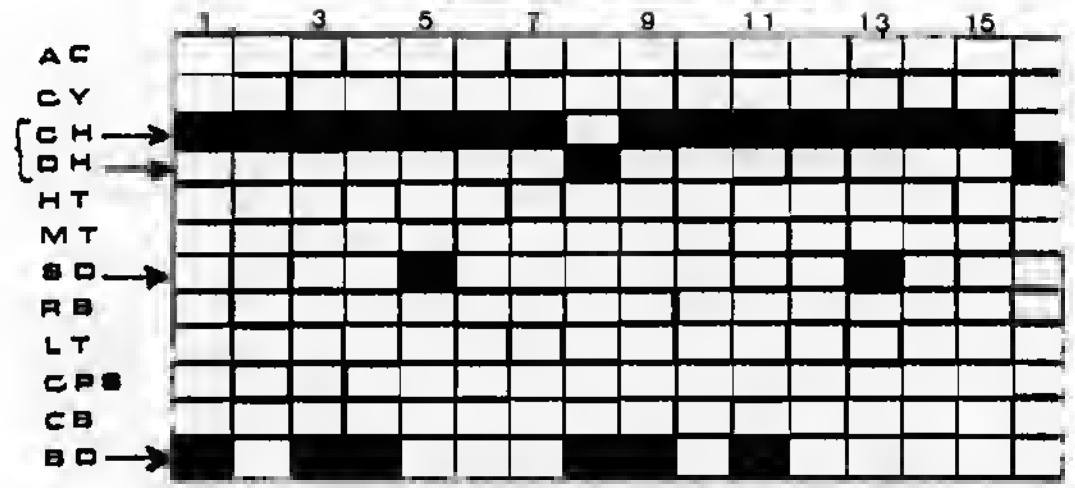
Slow : 10



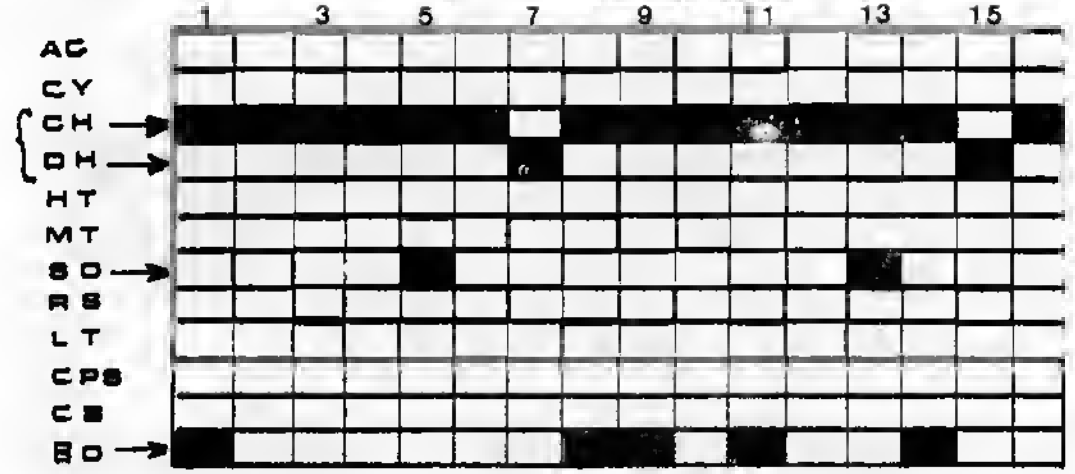


Slow : 11



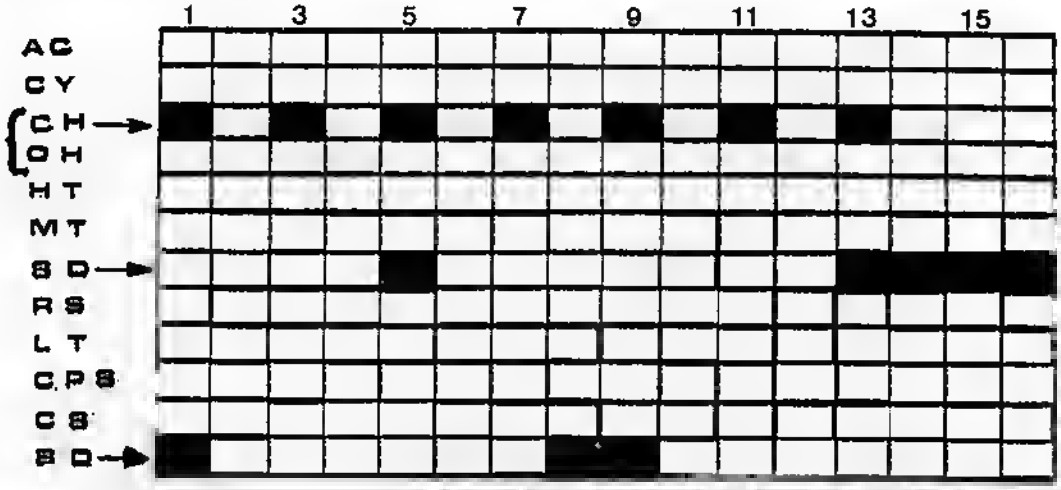


Slow : 12



SLOW

Break : 1



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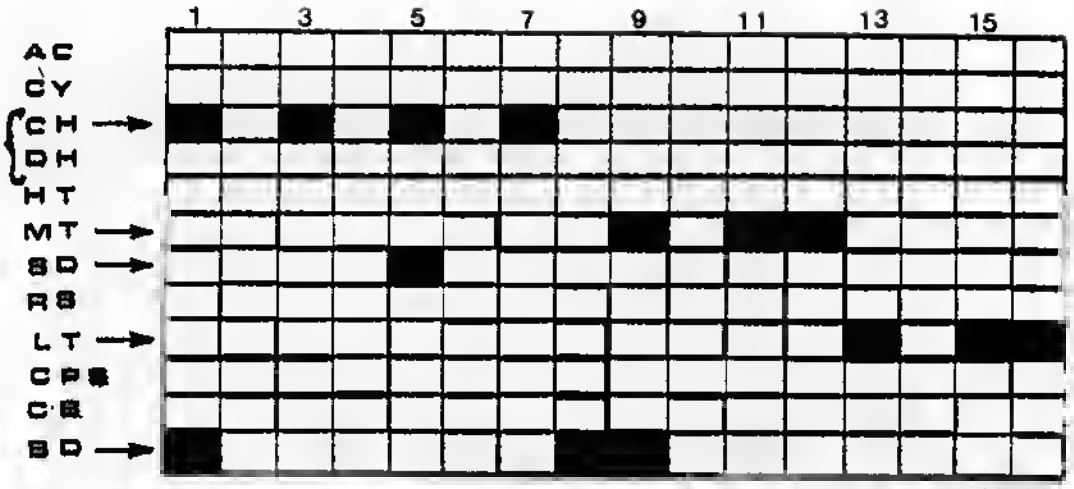

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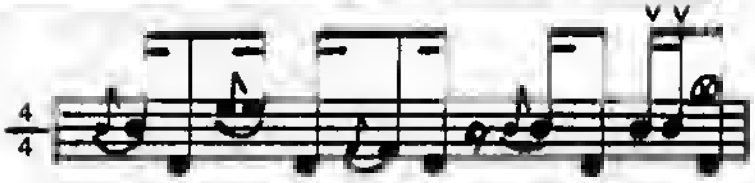

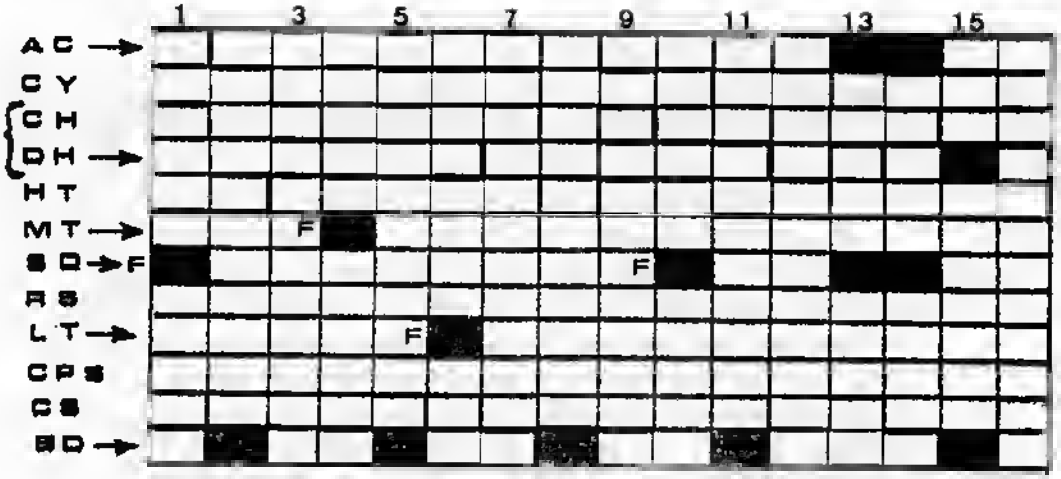

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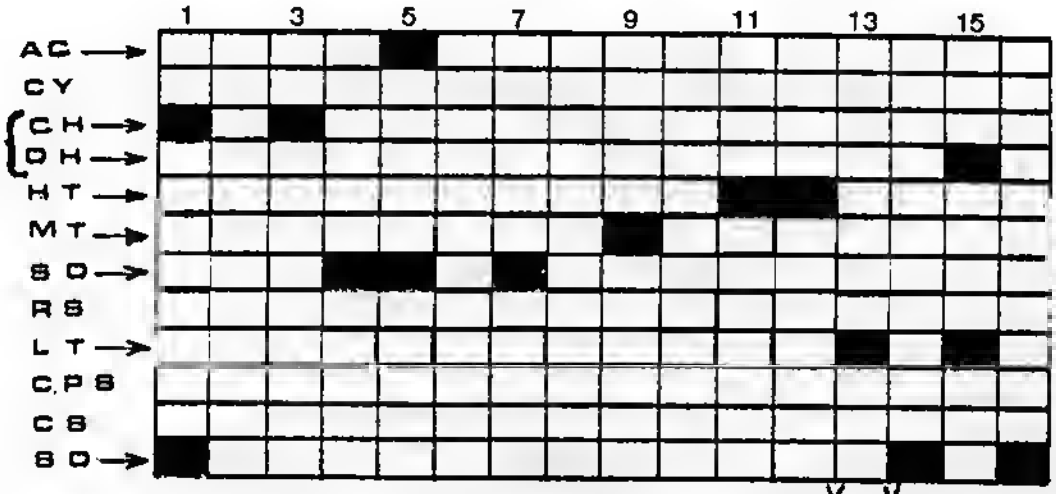

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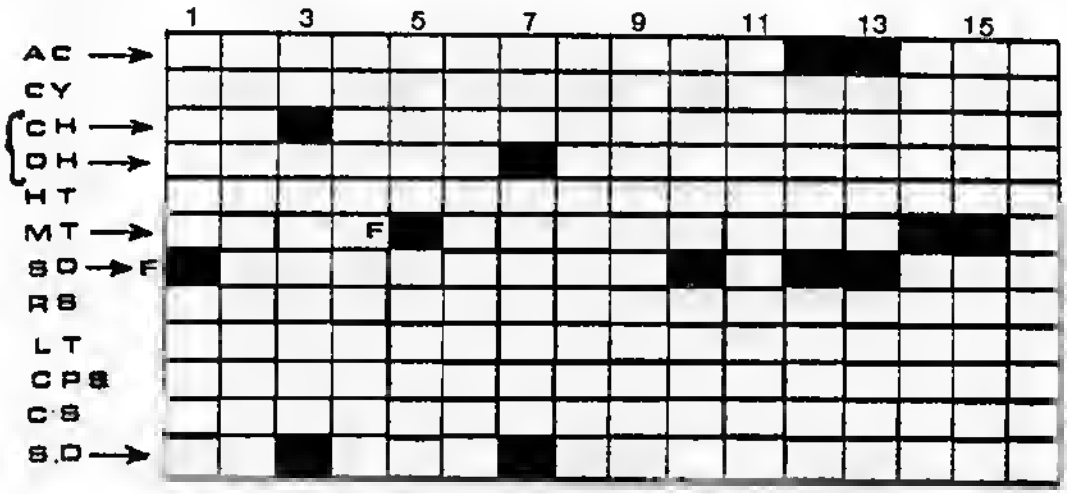

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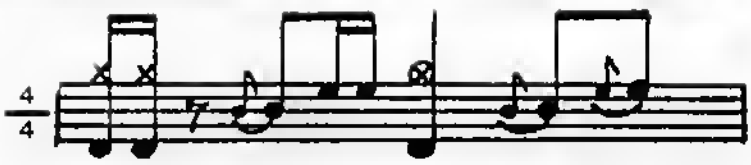

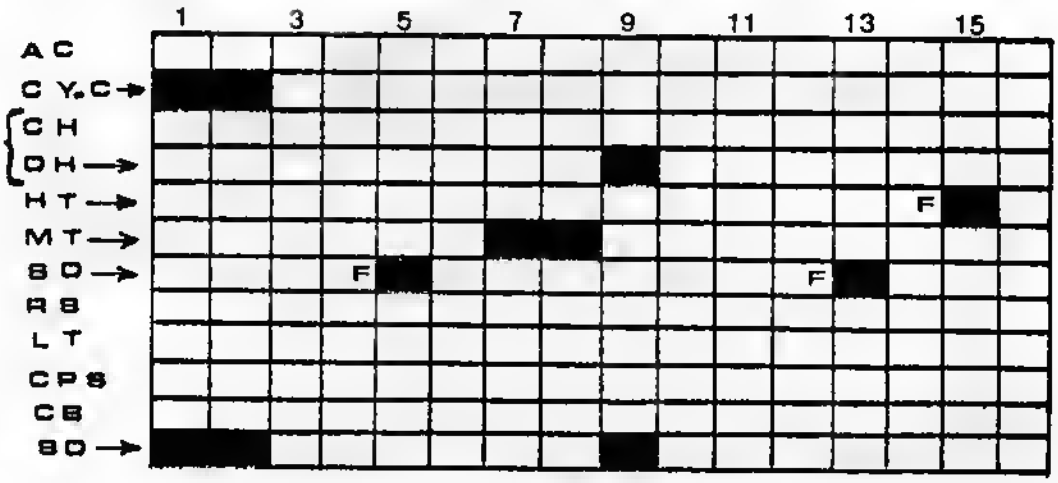

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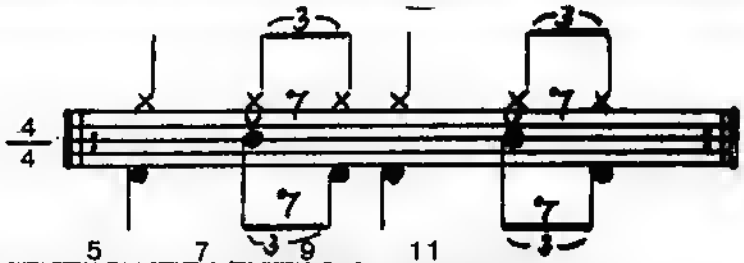

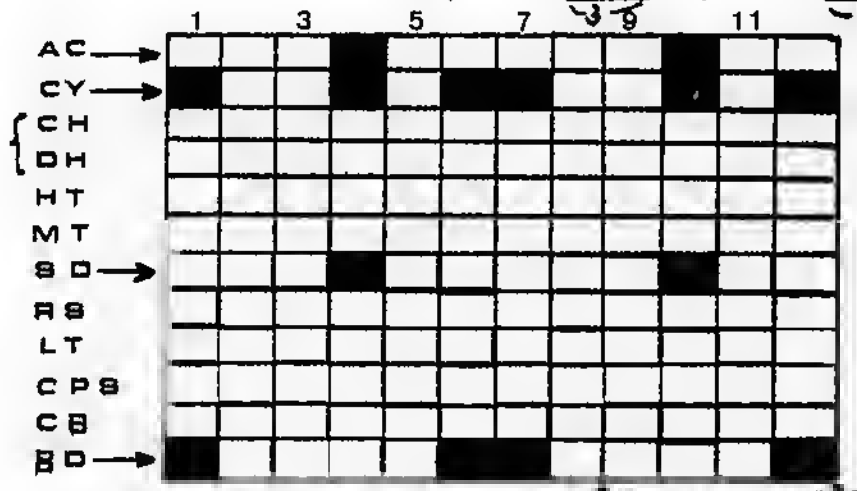

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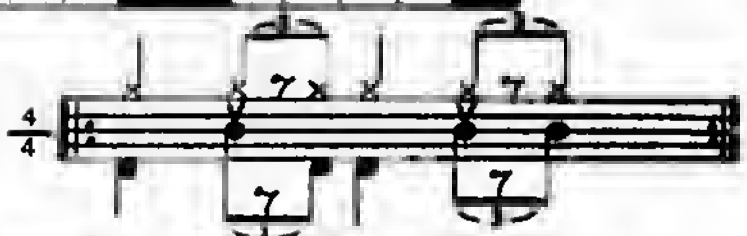

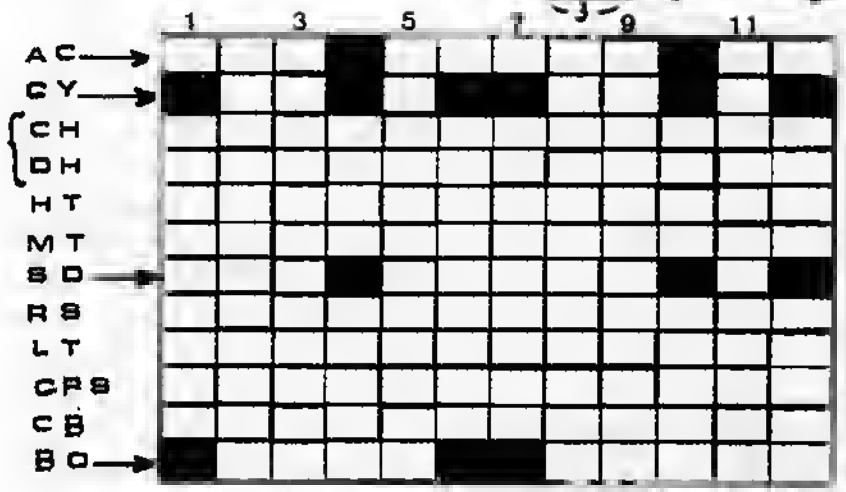

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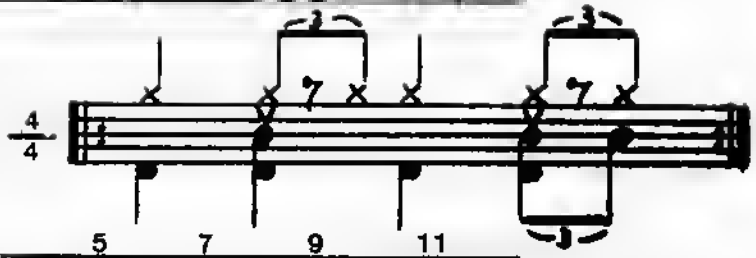

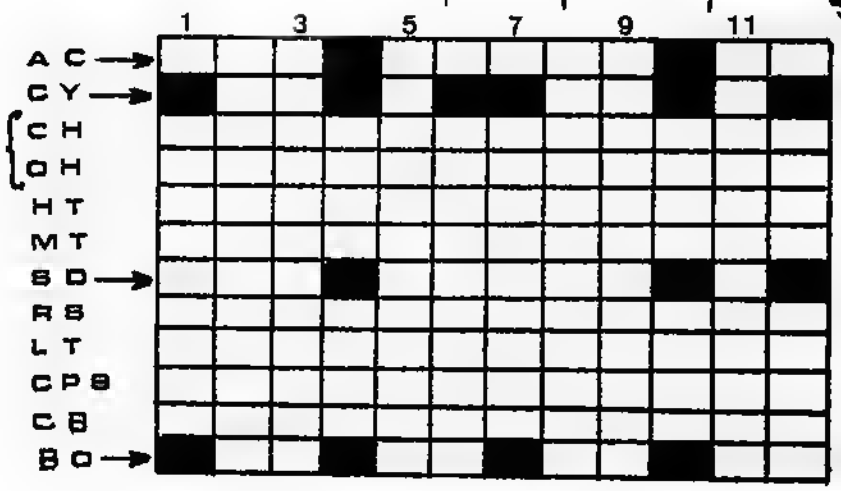

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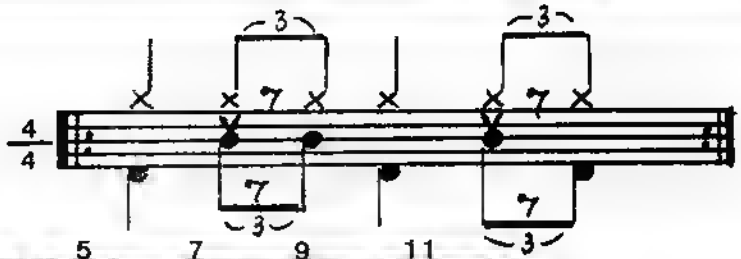

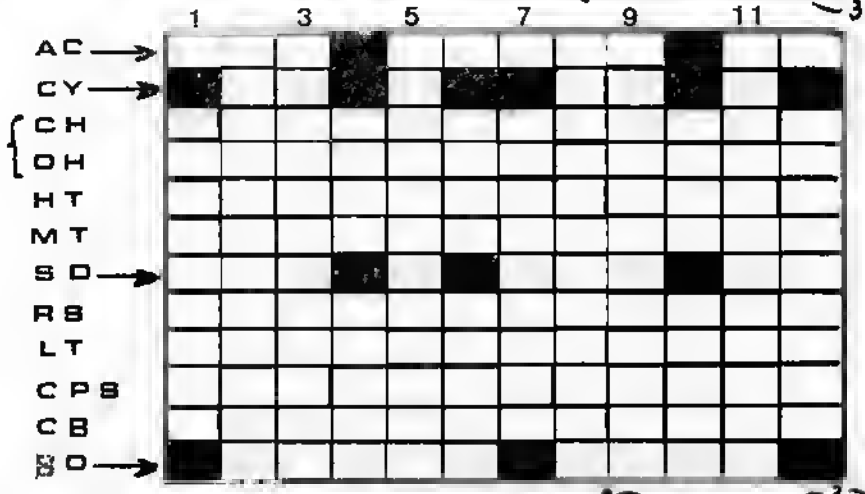

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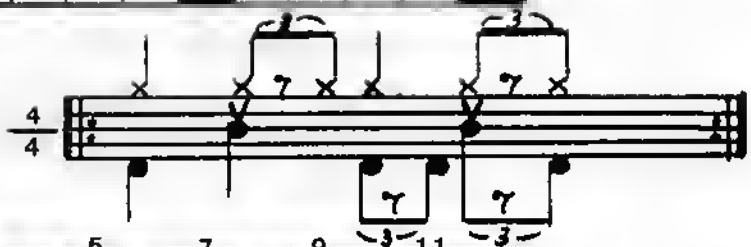

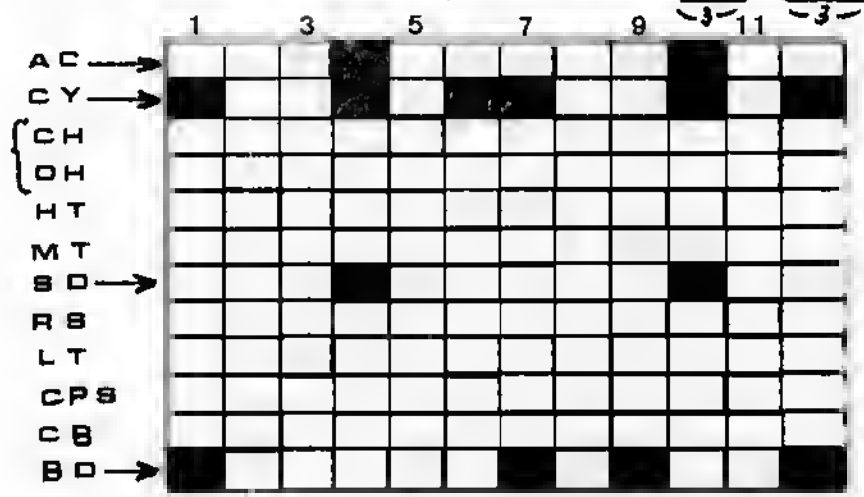

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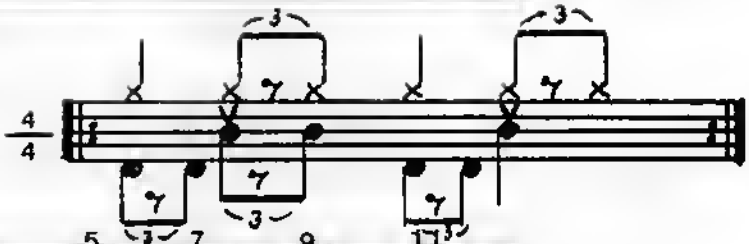

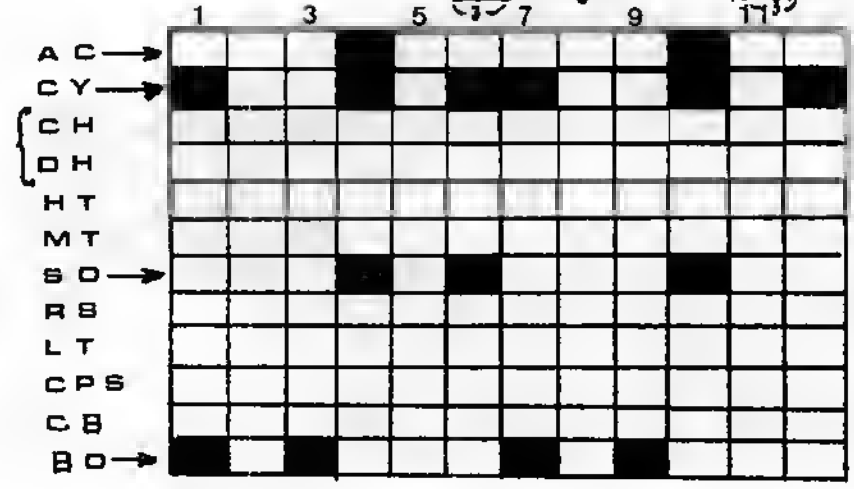

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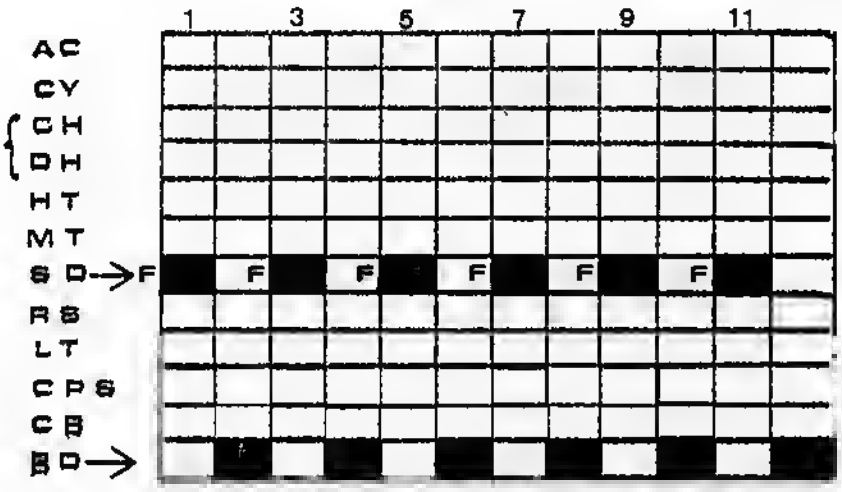

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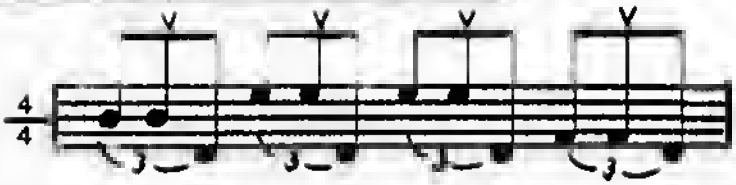

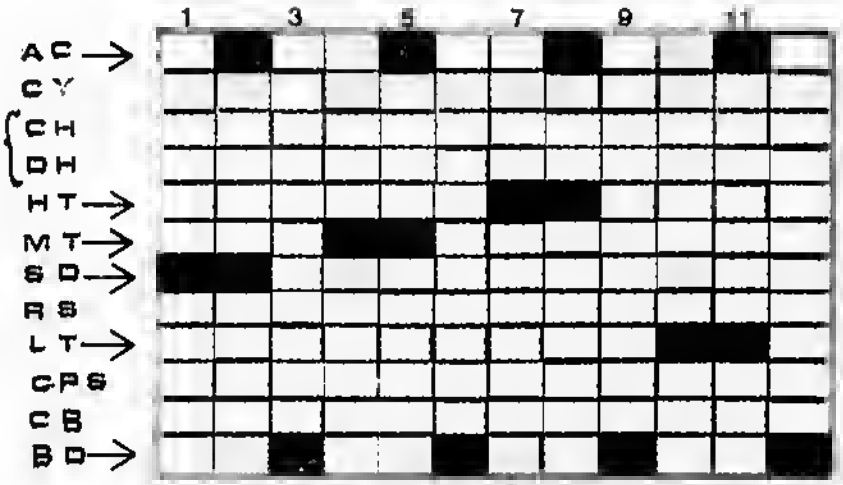

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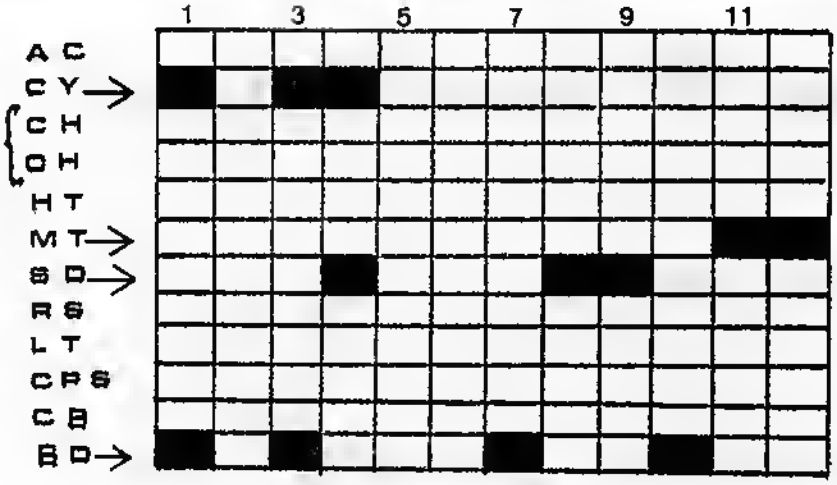

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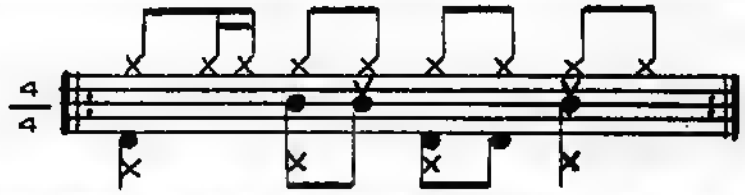

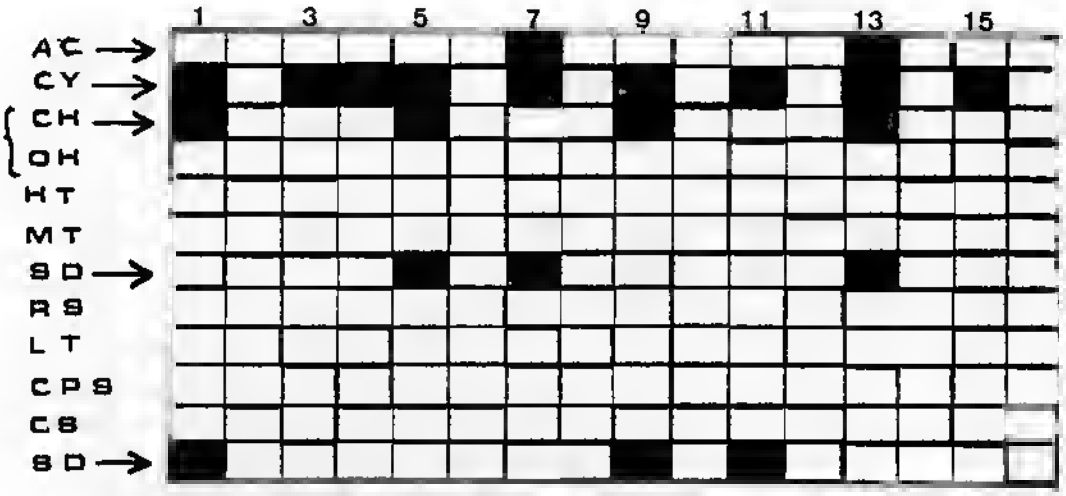

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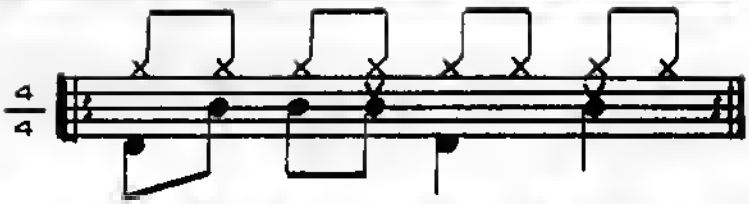

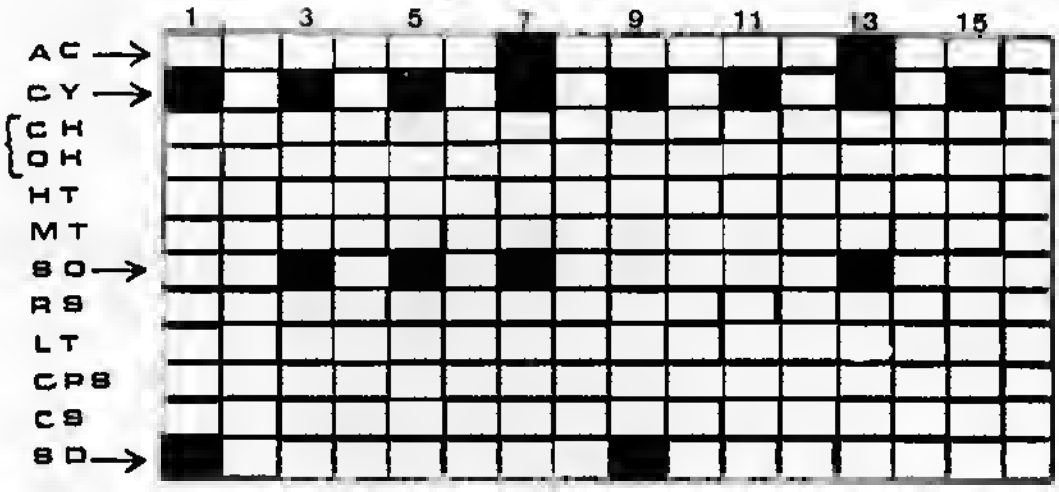

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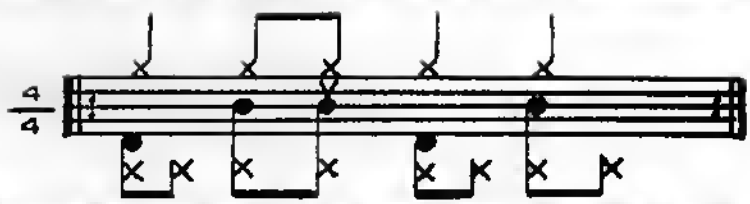

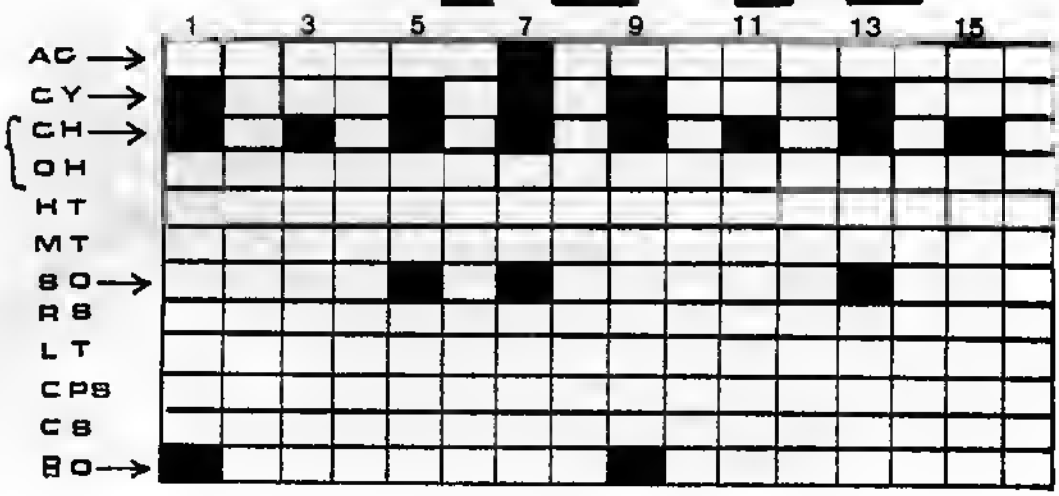

TWIST

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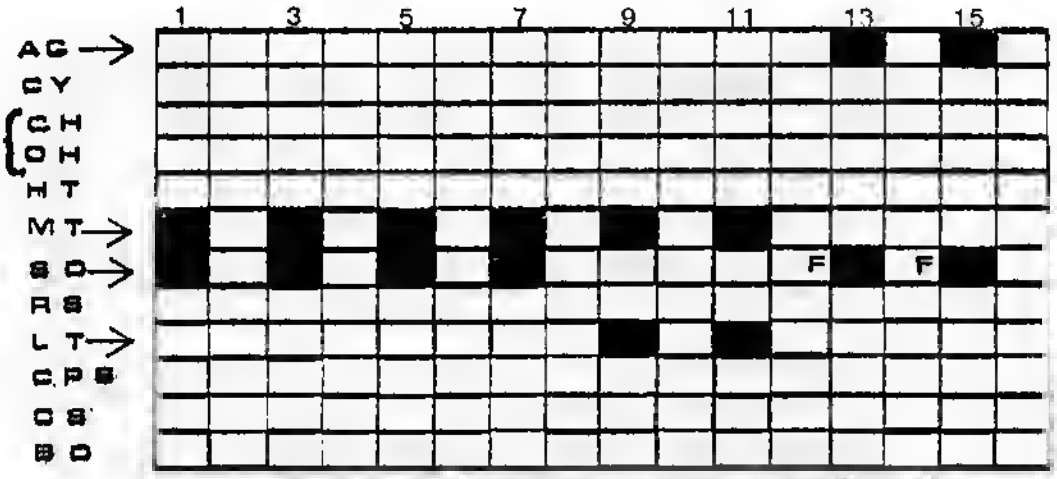

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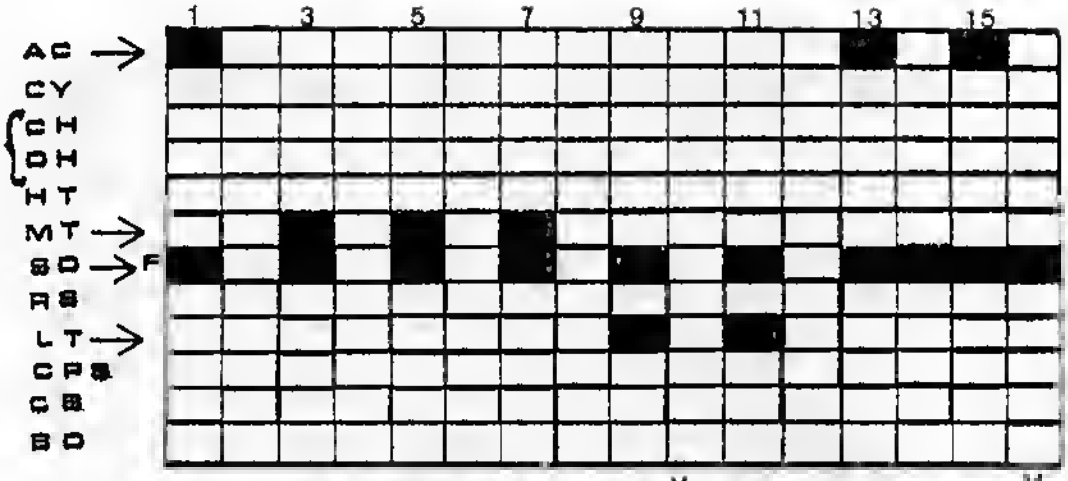

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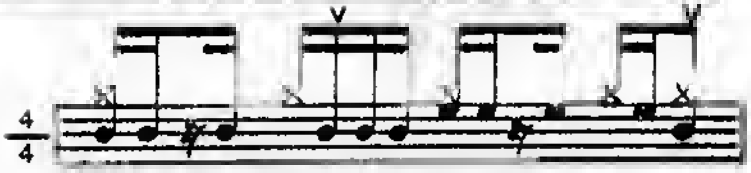

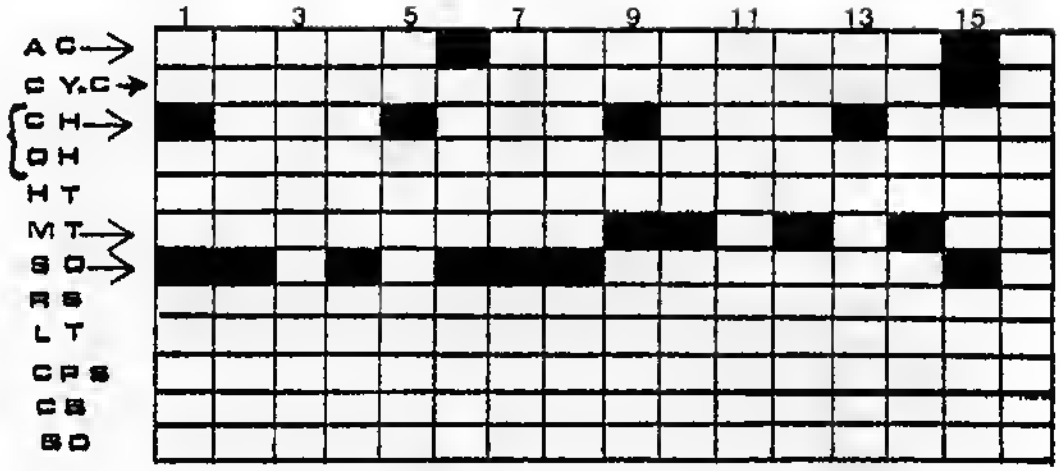

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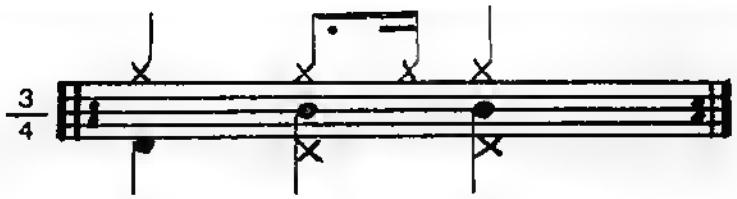

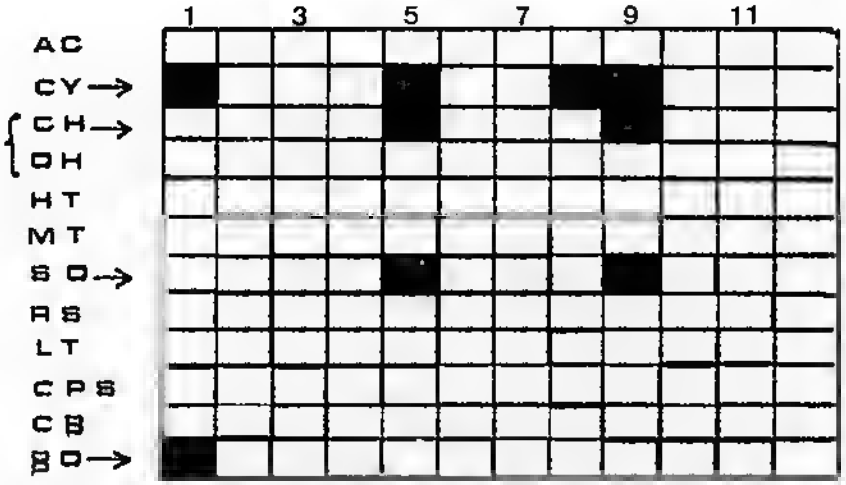

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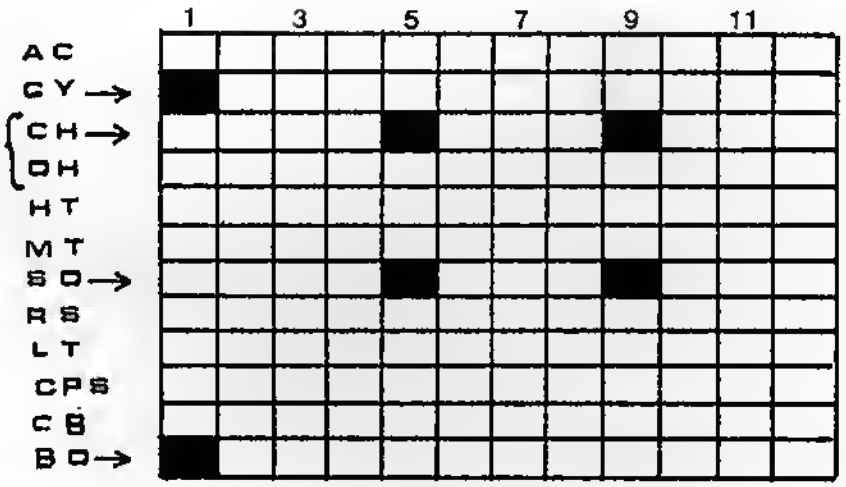

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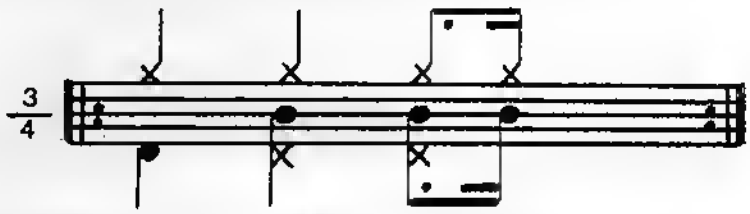

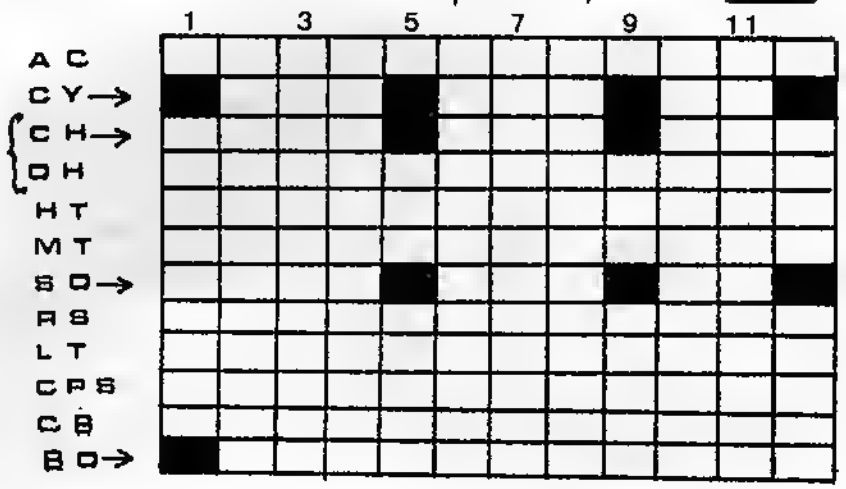

WALTZ

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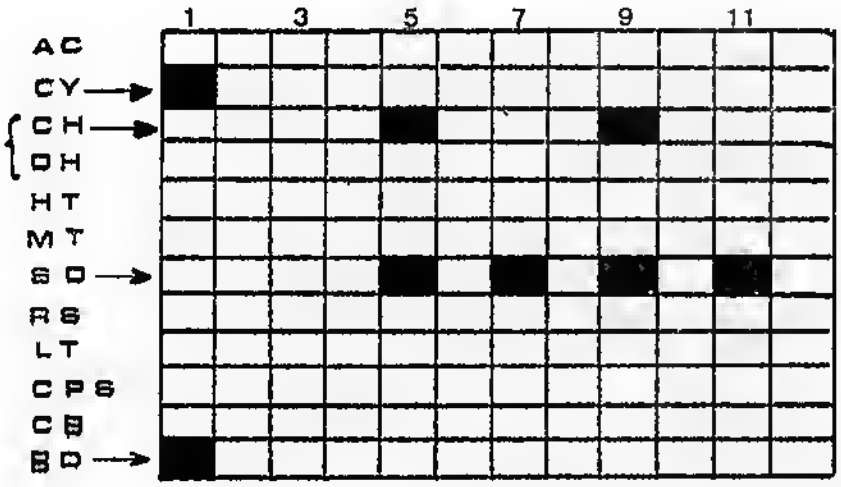

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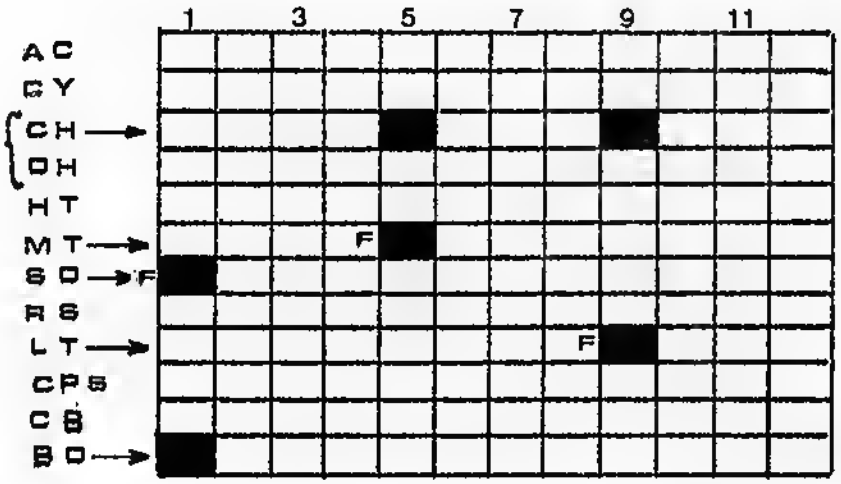

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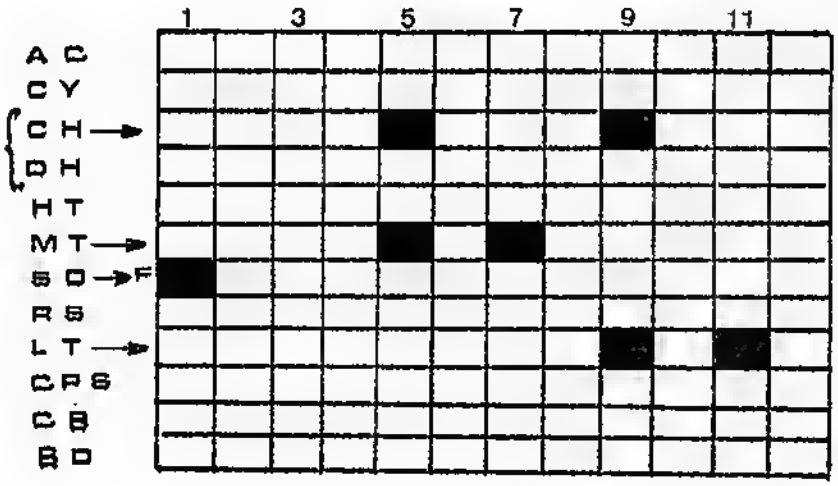

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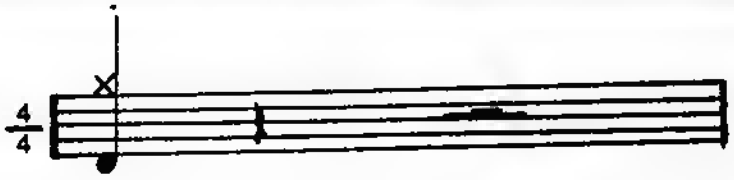

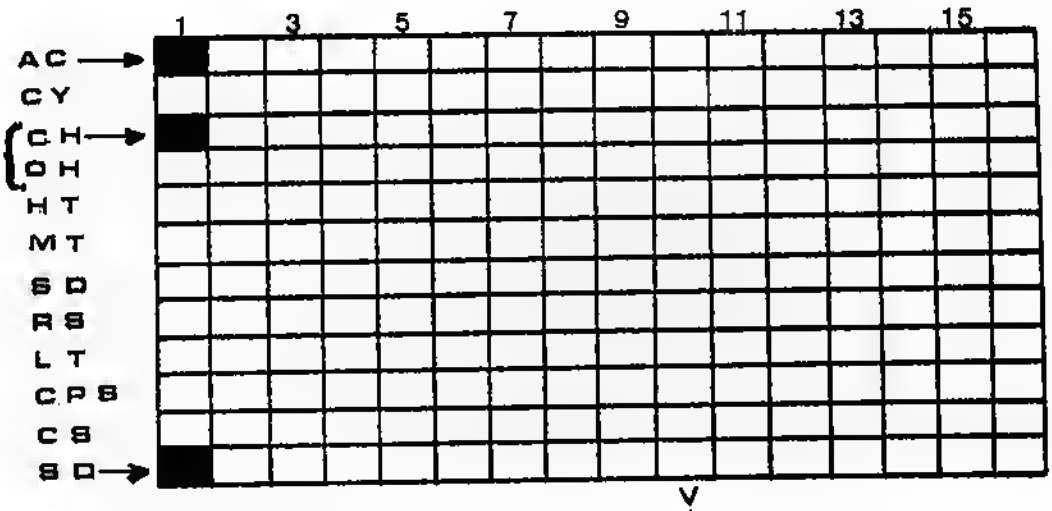

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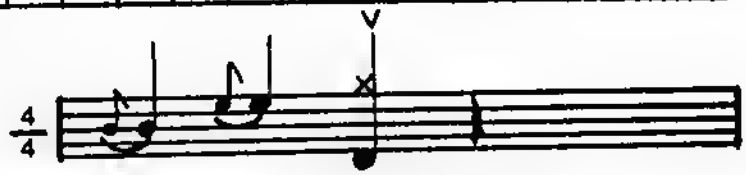

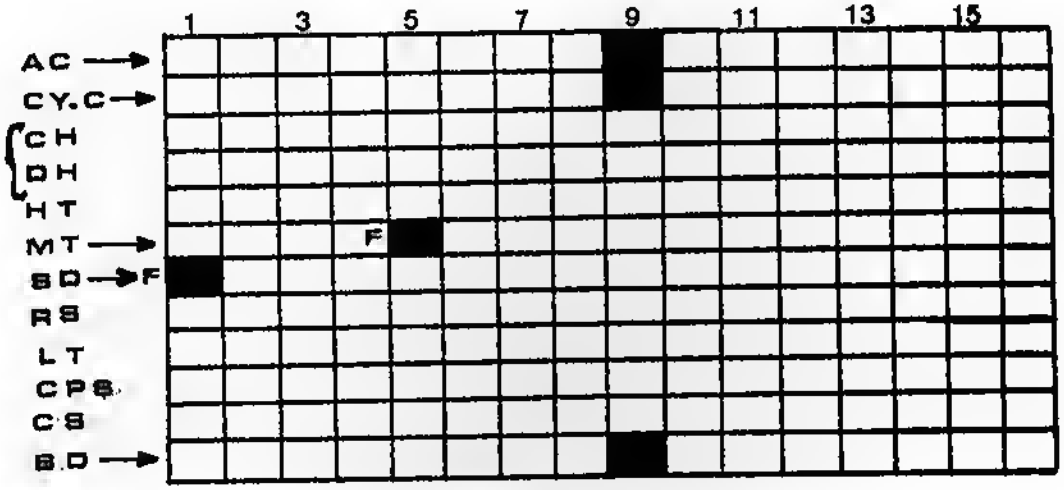

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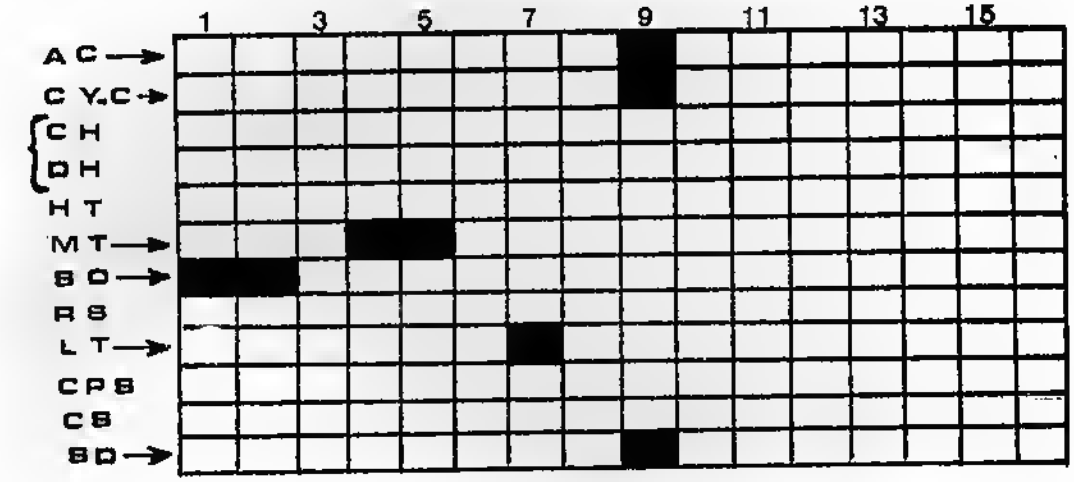

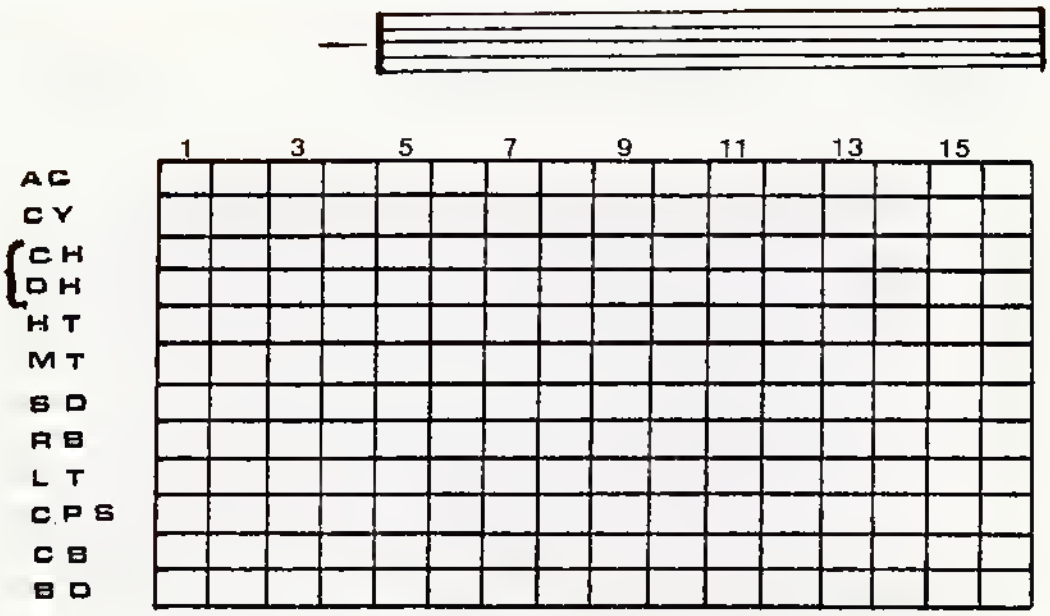
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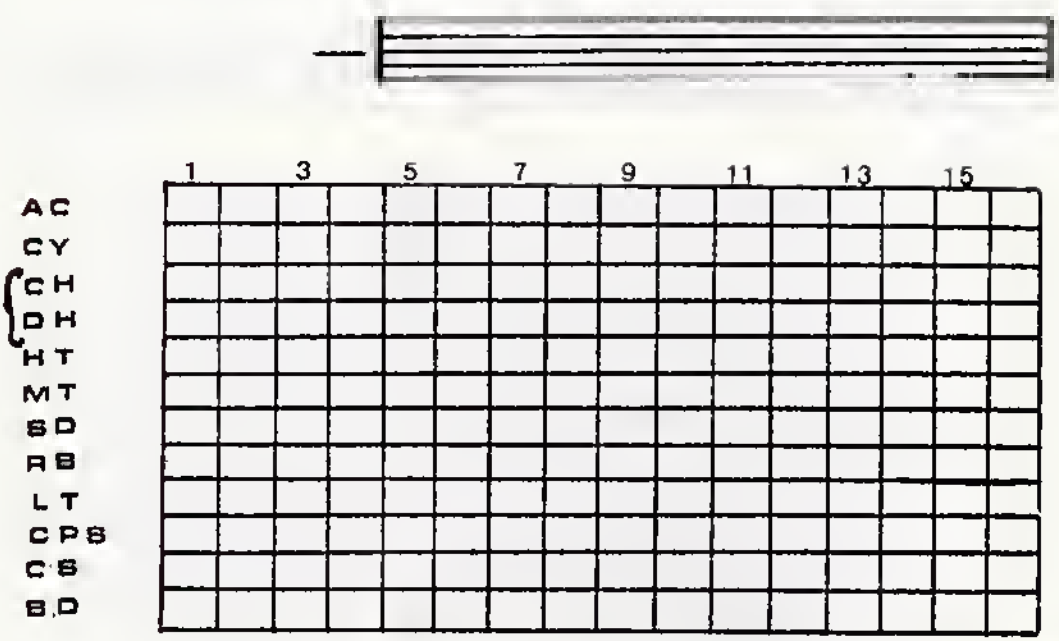
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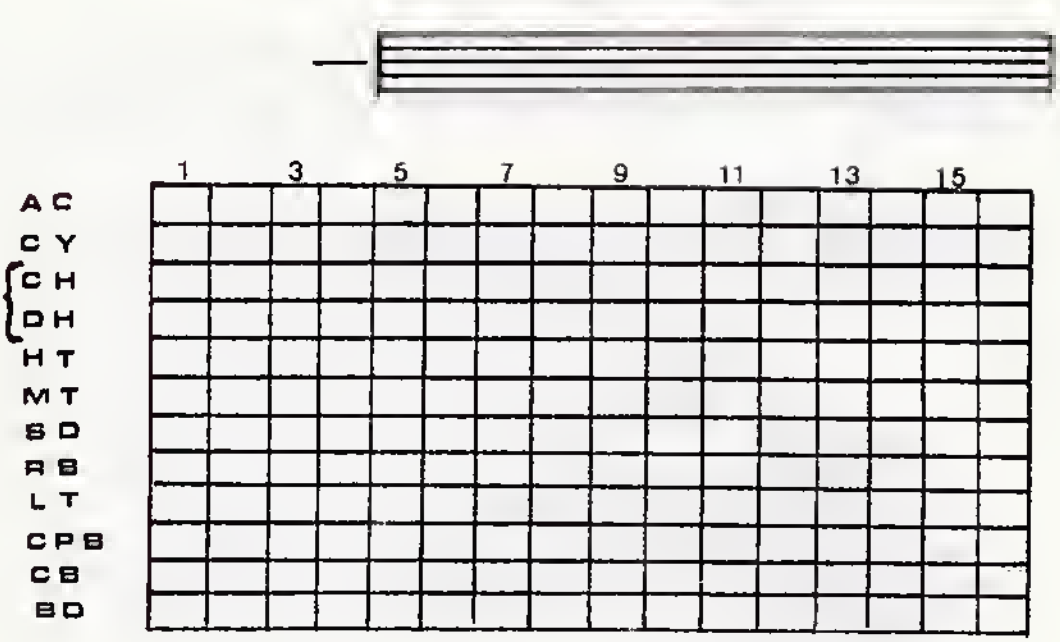
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